

NUMBER
71

YOUR GUIDE TO:
Super NES • Genesis
32x • Sega CD • 3DO
Saturn • PlayStation
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Game Boy • Game Gear

ELECTRONIC GAMING MONTHLY

EARTHWORM JIM 2

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JUNE, 1995
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ELECTRONIC GAMING MONTHLY

June, 1995

Number 8.6

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ELECTRONIC GAMING MONTHLY (ISSN # 1058-918X) is published monthly by the Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois, 60148. Second Class Postage Paid at Lombard, IL and additional mailing offices. Subscription rate is $19.95 per year in the U.S., $27.95 in Canada, $45.00 Foreign, $10.00 Single issue rate. $2.95 POSTMASTER: For subscription changes, change of address, write to: **Electronic Gaming Monthly, P.O. Box 7524, Red Oak, IA 51591-0524.** The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of Sendai Publishing Group.

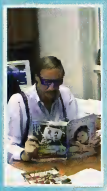
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THE END OF AN ERA...?



by
Ed Semrad
Editor in Chief

It is no DEEP, DARK SECRET that there aren't a lot of new games out for the 16-Bit game systems. Our Super NES and Genesis Fact-File sections have been steadily decreasing in size each month, and we don't see any large influx of new games coming in the near future. It would appear that many of the game companies (both large and small) who GOT BURNED with excess inventory last Christmas are bailing out of the order-right-or-die cartridge market and moving to the less risky, CD-on-demand, 32-Bit platforms.

Unfortunately, a lot of these companies are now going to miss out on a huge, already established market this Christmas. Some companies come back and say that they can't afford to stay because it has become a RICH MAN'S SPORT as it takes a lot of money to make money. It isn't just the Acclaims, Time Warners and Segas who are staying in the 16-Bit market. There are a few niche market companies like Koei, Enix and Square Soft who are doing quite well, thank you. Why? What's their secret? Knowledge of their market and good games. It's that simple: These companies don't have grandiose plans of selling millions of carts so they order just the right number of games. Their software is top notch and not just another "ME-TOO" FIGHTING GAME because that happens to be the current fad. They constantly improve on their sequels and don't just add the word Super or Turbo and push the game out the door.

In essence, the days of ANYTHING WILL SELL are over. To succeed, a company needs an innovative game design, exceptional programming, creative marketing and lots of hype and advertising. The big guys are doing just that and they are making money in the 16-Bit market. The little guys too, only everything is scaled back. I was told by one of the major players that they were greeted with open arms by all the key retailers and this company plans to make 75 percent of the company's income on one 16-Bit game!

Where does this put everybody else who gave up on the Super NES and Genesis? Up to the 32-Bit CD market. They are calling it progress and game evolution. These companies have actually taken the EASY WAY OUT. Unfortunately, if they don't figure out why they failed in the cartridge market, these companies will just do the same thing all over again in the CD market. By thinking they are out first on the new systems they will make a killing. It's going to happen, just watch. By the end of the year there will be dozens of Doom clones and scores of hastily produced polygon fighting games for the PlayStation and Sega Saturn collecting dust on the store shelves. And the suits at these companies will SCRATCH THEIR HEADS and ask, "Why?" Nothing will change. Companies will disappear and new ones will pop up, hopefully with new and better ideas. It's business as usual only the bits are higher.









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HEAD FOR SATURN

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For more information on Sega Saturn, please email segasaturn@segaoa.com or on the world-wide web at http://www.segaoa.com or on Compuserve at GO SEGA

SEGA SATURN™

IT'S OUT THERE.

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NUMBER 71

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SeGa CD 126

Fight for eternity with this awesome game—Eternal Champions!



32x 128

Zaxxon's Motherbase 2000 roars your way for the 32X!



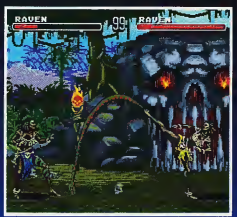
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Become a musician or an artist in this cool cart—Fun 'n Games!



JaGuaR 134

Play with the dead in Fight For Life for the Jaguar!



WIN BIG!

YOU COULD BE CATCHING SPRING FEVER WITH THE RBI '95 CONTEST!

In addition to the best gaming information you'll find on planet Earth, the issue of *EGM* you now hold in your hands can be your key to a chance to win some of the best stuff you can think of!

SCORE SOME OF THE BEST LOOT AROUND IN *EGM*'S SPECIAL CONTEST ON PAGE 144!

FEATURES

OUR EARTHWORM SUPERHERO IS BACK IN A BRAND-NEW GAME—EARTHWORM JIM 2!



When we return to our superhero, all is not well for Jim—Psy-Crow and Queen Slug-for-a-Butt have returned to cause havoc in the sequel to Earthworm Jim. Although the game is only 20 percent complete, inside this issue of ***EGM*** we take a peek at this awesome game. Check out the new, more powerful weapons Jim has like the Nuke. Also, there are dangerous levels to be explored, such as Bouncing Pups, Carnival and Lawyers. What's an earthworm to do when only he can save the day? The story begins on **PAGE 56.**

"Much to Jim's dismay, Psy-Crow is back to cause trouble. The crow has taken Peter Puppy's pups and is about to marry the princess."

3DO PLAYERS CAN STEP UP WITHOUT THE WORRY OF BECOMING EXTINCT!



Nowadays, game companies seems to be throwing out their old systems and developing brand-new ones. This is causing some confusion for gamers as to what to do about buying systems. 3DO owners have no such problems. Although 3DO will be working on the new M2, it will be an add-on to the old system. Just attach the new device and gamers will have seven to 10 times the performance of 32-Bit systems, giving it a huge advantage. Check out the two-page spread on the new M2. The story begins on **PAGE 60.**

"With the M2, we can generate 1 million polygons per second and 700,000 polygons per second with the graphics feature turned on." (Omid Kordestani of 3DO)

HOCKEY LEGEND WAYNE GRETZKY CHATS WITH TEAM EGM!



As part of the mega-hot, new look of the sports section, Team EGM will interview top sports stars starting this issue with the Great One himself, Wayne Gretzky. Go into the locker room and put on a pair of skates with Gretzky as he talks about the game, mentors, dreams, the impact of the hockey lock-out, goals and fighting in the sport. As well, Gretzky chats about his own video game called Wayne Gretzky and the NHLPA All-Stars, which is given its own two-page spread and a review! The story begins on **PAGE 108.**

"Working hard, regardless of the success one has, can take you to levels you never would have perceived as attainable."

OK. YOU'VE HAD A



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INTERFACE

LETTER OF THE MONTH

This is the section where you can open up your mind and let the rest of electronic gaming see what color your brain is. While you're at it, you can also expose yourself to more than 1 million gamers looking for an easy target. Remember, you have the right to remain silent and anything you say can be used against you in the magazine. Names have been changed to protect the innocent.

Get ConNeCTeD!

You can also reach the editors of *EGM* via CompuServe at 75052,1687 or on the Internet at 75052.1687 @compuserve.com. Beginning June 1, you can get access to *EGM*'s articles, reviews and more on the World Wide Web via the NUKE home page at www.nuke.com.

NUKE™

Get your letters into *EGM* today or we kill another editor. You can reach *EGM* by writing to: *Interface, Letters to the Editor 1920 Highland Avenue, #222 Lombard, IL 60148*



A NEW WAY OF RATING GAME SEQUELS? MAYBE, MAYBE NOT.

Dear *EGM*,

I am an *enormous* fan of Mega Man X² and was appalled by your magazine's review of it. How Mr. Semrad could give it a rating of 6 is totally beyond me! After playing it, I felt that the game deserved a 9. Could you please explain to me why your magazine's editors gave the game the ratings they did? Did they feel that Mega Man X² was just a sequel of Mega Man X and offered nothing new? Or did they disapprove of the other aspects of the game (graphics, sounds, control, etc ...)? I feel that from now on, all video game magazines should give two sets of reviews to all video game sequels. The first would be based on what the game offered that its prequel didn't. The second would be based on graphics, sound, control, fun factor, etc ... I believe that this system would be fairer to those people who love certain video game characters to death (i.e., Mega Man, Donkey Kong, Mario, Sonic, etc.) and don't care how many games of that character are made. This way, they'll know for sure if the game is good or not without having to worry about the scores given to it by a gaming magazine. Could you please review Mega Man X² again using this system and also include the editors' personal opinions on it?

Martin Firestein
Skokie, IL



• Do sequels like Mega Man X² always get lower scores from our editors? No.

Sorry Marty, we're not going to review Mega Man X² again. Our editors *did* give their personal opinions on it. Remember, the Review Crew is the opinions of a select group of editors from our magazine. Just because they give a game a low or a high score doesn't necessarily mean that you'll agree with them. You've already admitted your bias toward Mega Man as a video game character. Doesn't it figure that you wouldn't agree with our reviews on it if you thought they were too low? It seems as though you are even more guilty of letting your own personal biases affect your judgment on what is a good game or not. If the game didn't have Mega Man in it, would you still have liked it? Anyway, thanks for your input and have fun with MM X²!

Great letter, Martin. Your Acclaim Dual Turbo joysticks are on their way.

INTERFACE POSTINGS:

Get connected with video game enthusiasts just like yourself, courtesy of *EGM*, the number-one name in video games! Send your name, address, age, sex and three favorite games to:

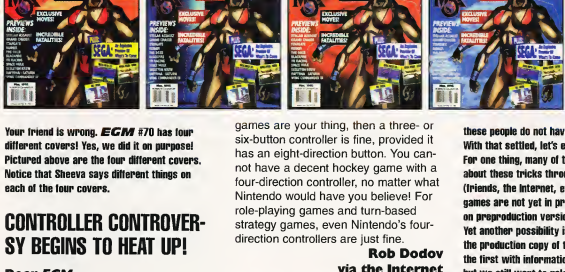
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c/o Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Make friends and share your secrets worldwide!

EGM #70 MORE THAN JUST A PRETTY FACE

Dear *EGM*,

I noticed that ***EGM*** #70 has more than one cover. Was this done on purpose? How many different covers are available? My friend says that there are three, but I think he's wrong.

Virgil Kiesle
San Diego, CA



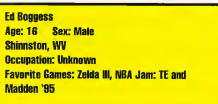
Your friend is wrong. *EGM* #70 has four different covers! Yes, we did it on purpose! Pictured above are the four different covers. Notice that Sheeva says different things on each of the four covers.

CONTROLLER CONTROVERSY BEGINS TO HEAT UP!

Dear *EGM*,

I would like to comment on your response to Joseph Antolli's letter about controllers. I can't believe that you rated the Sony PlayStation's controllers as the best overall. The problem with them is that the direction buttons are all over the place; one eight-direction button would have been a major improvement. In your response, you only seemed to be concerned with which one feels most comfortable, but more important than that is what kind of games you like to play. If you like simulators, your only choice would be the Jaguar simply because the Jag controller is the one with the most buttons. If sports or platform games are your thing, then a three- or six-button controller is fine, provided it has an eight-direction button. You cannot have a decent hockey game with a four-direction controller, no matter what Nintendo would have you believe! For role-playing games and turn-based strategy games, even Nintendo's four-direction controllers are just fine.

Rob Dodov
via the Internet



- **Are the controllers for the PlayStation that good? We definitely think so!**

I agree with the basic premise of what you're saying, about how your controller preferences can depend on which type of games you prefer. However, I think that you are missing a major point. The Sony PlayStation's controllers do have an eight-way direction control. I don't know of any game system that doesn't! The PSX controllers may look like you can only move in four directions, but that is definitely not the case. Underneath the plastic divider that separates the direction buttons, you can see that the direction buttons are all one piece! Also, when I said that I liked the PSX controllers the most, I did take into account what type of games I like to play! The PSX controllers (and the Saturns') are probably the best out there for comfort, ease of use, button and control placement and overall feel. That's my opinion, and I'm sticking to it!

STRANGE THINGS ARE AFOOT IN THE TRICKS SECTION!

Dear *EGM*,

While reading your fine magazine, I have noticed something slightly strange. In the "Tricks of the Trade" section I have seen the names and addresses of people who have sent in secrets and in small print I've seen "This trick was done on a preproduction version of the game and may or may not work on the production version." So tell me, how do these lucky people get their hands on preproduction versions of games and if possible, how can I do the same?

Jeff Boyce
Plattsburgh, NY

Well Jeff, there are a couple of explanations for this. First of all, these people do not have preproduction games. With that settled, let's explore the possibilities. For one thing, many of these people have heard about these tricks through word-of-mouth (friends, the Internet, etc.). Because these games are not yet in production, we test them on preproduction versions here in our offices. Yet another possibility is that we don't yet have the production copy of the game (we try to be the first with information, especially the tricks), but we still want to release the trick. Most of the time, the tricks will work on the production copy just as they did on the earlier versions. There is always the chance, however, that the programmers will remove the trick in the final copy. If this happens, many players will buy the game only to have the trick not work.

OOPS, WE GOOFED!

We announced on the polybag of this issue that a Mortal Kombat 3 Master Series Card would be packed in with the magazine.

We are sorry, but we were not able to get the information in time for the magazine's deadline. Instead, enclosed is a similar Master Series Card for the arcade game Street Fighter The Movie.

Should you have any questions or complaints please send a letter to: Electronic Gaming Monthly, Complaint Department, 1920 Highland Ave., Suite 295, Lombard, IL 60148.

Ed Boggess
Age: 16 Sex: Male
Shinnston, WV
Occupation: Unknown
Favorite Games: Zelda III, NBA Jam: TE and Madden '95



Brandye Shaak
Age: 21 Sex: Female
Lebanon, PA
Occupation: Unknown
Favorite Games: Doom (32X), Mortal Kombat II (Genesis), Killer Instinct



John Siefert
Age: 22 Sex: Male
Indianapolis, IN
Occupation: Engineer
Favorite Games: Mortal Kombat III, NBA Live, NBA Jam: TE, any of the Fatal Fury series

INTERFACE

ASK EGM

Q: On the average, how many messages do you receive a day from the post office and the Internet? Do you edit the mail? What I mean is, do you fix the typos? One thing I always wanted to know is, do you reply to the letters you receive in the magazine only, or do you send personal messages?

Christopher M. Cote
via the Internet

A: *Typically, we get about 200-250 pieces of mail a day. E-mail brings in another 200+ per day! That's quite a bit of mail, huh? As far as editing the letters, sometimes we will cut the length of a letter if it's too long, and we will correct the typos. Lastly, we could not possibly respond to each letter; that would take forever!*

Q: What's it like working at ***EGM***? Do you guys all play games in your spare time? What do you do for fun?

Peter Belserik
Detroit, MI

A: *Working at* ***EGM*** *is a video gamer's ultimate dream! We get to play and review all the latest games. (Many before they hit the stores!) It's a lot of hard work, so we all have outside interests. For example, Mark Hain enjoys playing football (inside joke), Al Manuel likes to play video games naked, Trickman Terry likes to play video games, John Gurka likes to play video games and Mark LeFebvre also likes to play video games. We feel that it's important to be a well-rounded individual, so we don't like to limit ourselves to just one thing.*

READERS STRIKE BACK AT INTERNET ELITISTS!

Dear *EGM*,

Thank you for that excellent reply to Christopher Nelson's letter ("I Have an Internet Account and I'm Cool."). I also thank you for printing his Internet address. I've e-mailed him several times, and am eagerly awaiting his reply. I would have called him worse things than "Buck-O," though! (In fact, I did!) I am 13 years old and am using my computer and a local BBS to send you e-mail. I'm just sure that Mr. Nelson was born knowing UNIX commands. People have to learn things sometimes, but they can't if other people are being jerks and won't let them. People gave me the chance to learn, and I think I turned out fine. (I think!)

Chris Frey
Harvey, LA

Dear *EGM*,

I have been on the Internet for quite some time, and have several Internet accounts through various universities and services. I always see ***EGM*** being "flamed" in some way or another. It seems to me that some people are so insecure about the amount of knowledge that they have about video games, that they have to resort to making themselves feel better by copping a "holier than thou" attitude. They then proceed to pick a target and nail it. In your latest (and best-looking) issue of ***EGM*** (#69), you finally came forward to kick some of the proverbial "mud" back to where it belongs. The Internet is a place for people of all walks of life (even X-Banders) to express their opinions in any form they like. However, let's remember that it is not necessary to belittle anyone, since all of the facts are rarely present in the six terabytes of information available on the Internet. To sum things up, I am glad to see you show some of the true backbone that made ***EGM*** the world's best gaming magazine!

Toby Allard
via the Internet

Wow. We've never gotten so much of a response from a reader's letter as we did with Christopher Nelson's. (Chris, your trophy is in the mail!) We really feel good when our readers stand behind us. Not to sound hoaky, but let's not forget who REALLY made *EGM* what it is today ...YOU! Without our readers, we'd be nothing! Thanks for all of your support! By the way, the flaming thing really doesn't bother us that much! In fact, we get a big kick out of it!

VIDEO GAMERS LIVE IN FEAR OF ... FABIO??

Dear *EGM*,

I was looking around in my closet the other day, and as I looked through my collection of videotapes, I noticed one in particular. It's an older tape called Secret Video Game Tricks, Codes and Strategies. It's essentially a movie that shows tricks and codes for some of the older NES games. Anyway, when I looked at the cover, I noticed the actor that had done the cover of the game Ironsword: Wizards and Warriors II. Here's my question, is that guy Fabio or what? Please tell me if it's him or not.

Tim Pedersen
Fanwood, NJ



- **Good gravy! Is that guy with the sword really Fabio?**

Oh no! You've found "the tape"! Yes, we can tell you if that buff-looking dude is Fabio. Guess what? It is! Long before he became "popular" (for lack of a better term), Fabio had tons of different modeling jobs. He adorned the covers of many romantic novels (you know, the ones where the guy's shirt is half off and the wind is blowing his hair around!) and even appeared on the cover of that NES game! He also appeared on the cover of *EGM* #3. Talk about old! Ouch, the humanity! That tape is more than five years old and has a bunch of secrets from the hottest NES titles of that time. Who knows, maybe someday they'll give Fabio his own game! Maybe they could call it Fabio's Chest Takes Over the World or something like that. Yuck.

SUPERMAN vs BATMAN

FLASH vs FLASH

AQUAMAN vs WONDER WOMAN

BATMAN vs FLASH

WONDER WOMAN vs BATMAN

SUPERMAN vs SUPERMAN

GREEN ARROW vs AQUAMAN

FLASH vs SUPERMAN

WONDER W



Batman™ vs. Batman™!?



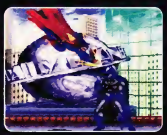
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EGM's TOP TENS

What are the hottest new games to cross the *EGM* editors' desks this month? What games do you and your gaming pals think are the best? We have the answers with this exclusive listing of the most incredible softs available for any format—chosen by the editors of *EGM* and YOU—the wired-in readers of the biggest and best video game magazine on the face of the planet!

EGM EDITORS


1. Starblade
3DO • Namco


2. Prehistorik Man
Super NES • Titus


3. Panzer Dragoon
Saturn • Sega


4. Metal Warriors
Super NES • Konami


5. Toh Shin Den
PlayStation • Takara


6. Kirby's Avalanche
Super NES • Nintendo


7. Ridge Racer
PlayStation • Namco

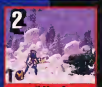

8. Front Mission
Super Famicom • Square


9. NBA Jam: TE
Super NES • Acclaim


10. NBA Jam: TE
Genesis • Acclaim

EGM READERS


1. Metal Warriors
Super NES • Konami


2. X-Men 2
Genesis • Sega


3. Kirby's Avalanche
Super NES • Nintendo


4. Mega Man X
Super NES • Capcom

5. Blackthorne
Super NES • Interplay


6. Starblade
3DO • Namco


7. NBA Jam: TE
Genesis • Acclaim


8. NBA Jam: TE
Super NES • Acclaim


9. Prehistorik Man
Super NES • Titus


10. Samurai Shodown 2
Neo•Geo • SNK

LET YOUR VOTE BE HEARD! You can contact *EGM* directly to record your vote for the hottest new and upcoming games by logging onto the NUKE Internet Interface at www.nuke.com on the World Wide Web beginning June 1. Until then, just send a postcard with your fave game!

MORE OPINIONS ON MK2 FOR THE 32X

Dear *EGM*,

I'm responding to Rob Horan from New York's letter and your offer to let you know how we feel about MK2 32X. I bought the 32X when MK2 became available. My expectations were high, but I was disappointed because I thought that the graphics would be closer to the arcade version. The graphics are basically the same as the Genesis version but the 32X version is a bit better. There are noticeable differences in some stages and only subtle differences in others. The color and detail are better overall in the 32X version. I feel that the biggest difference is in the sound. I think that the audio is great! Rob is right when he said that the quality of the game is the responsibility of the programmers.

Michael Fink
via the Internet

WHAT HAPPENED TO THE "WHAT IFS"?

Dear *EGM*,

Just out of curiosity, what happened to the "What Ifs"? I really liked them and thought that most of them were really funny. I would appreciate it if you could fill me in on this.

Mark Horlbeck
via the Internet

We got rid of the "What ifs" but have gotten some letters asking for their return. They still appear in *EGM²*, but if you really want to see them back in *EGM*, write us and let us know! I'll see what I can do, okay?

EGM SUPER TOUR COMING SOON!

Dear *EGM*,

Are you guys going to put on another Super Tour this year? I've been waiting all year to hear about it because I really want to check it out. I would really like to go and meet some of my fellow gamers and check out all of the latest systems.

Jamie Hisgens
Minneapolis, MN

Yesirree! The Super Tour is coming, so get ready! It begins this July and is going to be all over the country. You'll get to see all of the new "super" systems as well as the latest games. Keep your eyes peeled for more details!

24 HOURS IS THE BEST WE CAN DO.

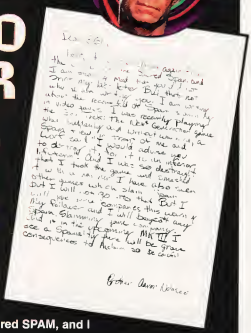


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PSYCHO LETTER OF THE MONTH



Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Aaron Nolesee, who appears to be under the delusion that SPAM is a religion.

Dear ***EGM***,

Hello, it's Brother Aaron again from the church of the Sacred SPAM, and I am steaming mad that you did not print my last letter. But that's not why I'm writing you. I am writing about the recent fad of SPAM-slamming in video games. I was recently playing Star Trek: The Next Generation game when suddenly, and without warning, a SPAM flew in front of me and Worf said, "I would advise you to destroy it, for it is an inferior life form." I was so distraught that I took the game and smashed it with a hammer. I have also seen other games that slam SPAM, but I will not go into that. But I will give game companies this warning: My followers and I will boycott any SPAM-slamming game companies. And if, in the upcoming MK3, I see any Spamalities, there will be grave consequences.

Brother Aaron Nolaseo

You are a true Psycho, Aaron! Your T-shirt is in the mail.





BAD PHOTOCOPY CONTEST!

We've dug up a mean one this month, readers, guaranteed to turn your brain to toast! Get your little fingers moving because somewhere in the 148 pages you now hold in your hot little hands is the screen shot to the left. Let us know what game it is and you can be entered for a drawing to score some cool game wear from your buds at ***EGM***. Put your answer on a 5x7 postcard and get it to us at: ***EGM***'s BAD PHOTOCOPY CONTEST, 1920 Highland Avenue, #222, Lombard, IL 60148. Be sure to include your name, address, age and the month you are entering for.

METAL HEAD MISTAKE CAUGHT BY ALERT READER

Dear ***EGM***,

I am writing about the game Metal Head for the 32X. On the back cover of the game it said that it's a one- or two-player game. The only problem is, when I put the game in, it was a one-player game! Is there something wrong with my game? Am I supposed to do a code or something to be able to play a two-player game? I am very confused because it didn't really give me any help in the manual.



Samuel Allen
Detroit, MI

Guess what, Sam? Sega made a big boo-boo on the back of their box. Metal Head is really a one-player game! It seems that it was an honest mistake (not that it makes things better for you!) and Sega has always been pretty good about not making these kinds of mistakes often.

OLD STANDBY FOR THE GENESIS DESERVES SEQUEL

Dear ***EGM***,

Do you know what ever happened to Herzog Zwei for the Genesis? It was, and still is, one of the best two-player strategy/action games I have ever played. Are there any plans for a sequel?

Ryan Hill
via the Internet

There is no indication that Herzog Zwei is going to get a sequel. Return Fire for the 300 is something that you might try instead.



- **Herzog Zwei is one of the all-time great strategy games for any system!**

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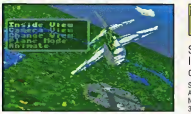
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Put your creative skills to the test by docking out a plain #10 envelope (you know, the long, business type) with your own unique touch. Send your letter art submission to: *EGM* Letter Art, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

* Or at least get you in the magazine and win yourself a groovy G&C joystick for your hard work (First Prize Only)!



WINNER!

Jamie Otway wins this month's Envelope Art prize for his rendition of one of the characters from the upcoming Weapon Lord game. Good work Jamie, you're a real Picasso!



Chin Park • Alexandria, VA



Nik Fournier • Manchester, NH



Lionelle Limqueco • Tarzana, CA



Timothy (undecipherable last name) • Yuba City, CA



Jonathon Hong • Burbank, CA



Thomas Shaner • Cape Girardeau, MO

SHAQ IS A "NO-SHOW" IN NBA JAM: TE

Dear *EGM*,

In issue #66, page 194, there are two previews of NBA Jam: TE for the Super NES and Genesis. The pictures look awesome, but there is one problem. Two of the pictures show Shaquille O'Neal of the Orlando Magic. I have tried everything to get him, but *nothing* works! The initials on the pictures say "CPU" so it must have been the computer playing as Shaq. Am I missing something? I don't understand how he could be in the pictures. Is he in the game or not? Is there a code to get to him?

Brian Spirnak
Anaheim, CA

The screen shots that you're talking about were taken from a very early preproduction copy of the game. As it turns out, Shaq would not be included in the production copy of Jam: TE, probably because of contractual problems. The programmers had most likely included him in the preproduction copy just in case Shaq got the "go ahead" to be in the game. Unfortunately, he was dropped from the game.

GAME BOY PLAYERS UNITE!!

Dear *EGM*,

I am a proud owner of a Nintendo Game Boy and am always disappointed by how little attention portable gaming has gotten in ***EGM***. I was wondering if somebody could come up with an all-portable gaming magazine that was of good quality. What do you think?

Michael Leparc
via the Internet

We have always given the Game Boy, the Lynx and the Game Gear their fair share of magazine space. There are many people, including yourself, who do enjoy playing games on these mini-systems. It is not currently in our plans to make an entire magazine devoted exclusively to these systems.

CD-i CAUSES ARGUMENT BETWEEN FRIENDS

Dear *EGM*,

I love the new setup! It's simply awesome! I have two questions for you. My friend and I have an argument to be settled: Is the CD-i 32-Bit or 64-Bit? I have a 3DO and he has a CD-i, so there is a constant battle to see which is the superior system. One more question: What is the release date for the Sega Venus? I'm waiting for a good portable to come around and the Venus sounds really cool.

Mark San Giacomo
via America Online

Believe it or not, the CD-i is only a 16-Bit system! You probably were fooled by the outstanding graphics on most of their games! The reason the games look like they could be 32-Bit is because the CD-i puts its CD-ROM capabilities to such good use! Technically, you could probably call it "32-Bit" because it uses two 16-Bit processors. (The Jag does the same trick: 32+32=64 ... You do the math!) To answer your other question, Sega has put the Venus on the "back burner" for a little bit while they prepare to launch the Saturn.

This month's letter column was brought to you by **EGM** *Assistant Editor Mike Forassiepi. When he's not sitting in front of the TV watching* Leave it to Beaver *reruns (which would be fine—if the TV was turned on!), he can be found reading your mail and laughing hysterically (which would also be fine—if he knew how to read)!*



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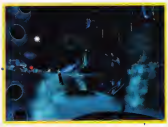
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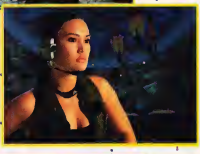
SPACE DUDE TO A BRAIN IN A BOX."

A REAL Experience from the 3DO Zone, Frankie 'One-Speed,' NY

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3DO

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Panasonic
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PRESS START

THE SYSTEM PACK-IN WARS ARE HEATING UP

When it comes to the next generation of systems, some issues are closer to being resolved than others. It's now time to explore the part of the systems equation that is like the weather outside—constantly changing. The big question is, "What are the companies planning to pack in with their systems?" Although there isn't anything official, sources are suggesting that Sega will be packing in Virtua Fighter or possibly even Daytona with the Sega Saturn when it is released in the U.S. on Sept. 2 at a cost of $349-399. Unconfirmed reports are also suggesting that Sega might be launching the Sega Saturn in select cities in early July. One thing is for sure: We won't see any $10-off coupons packed in with the Sega Saturn. Developers are determined to have a game ready to be included.

Ridge Racer is the odds-on favorite to be packed in with the PlayStation, but don't be too surprised if Mortal Kombat 3 makes its way into system cartons on store shelves. If that happens, word is Nintendo plans to switch from Pilotwings 2 as its Ultra 64 pack-in to Killer Instinct. The Ultra 64 will be popping up sometime around Nov. 22 for $199-250. Reports out of Britain are suggesting an early September (anywhere from Sept. 1 to Sept. 21 in the U.S.) release for the PlayStation with a price tag of $299-399.

As September approaches, the mystery will unfold before our very eyes.



Sega Pat and Sega Channel are SM&TM of SEGA

SURFING THE INTERACTIVE WAVE WITH THE SEGA CHANNEL

Gamers have taken a keen interest in the Sega Channel, and Sega of America is making channel surfing an interactive experience by launching gamers toward the future of the Interactive Age.

The brainchild of Tele-Communications Incorporated, Time Warner and Sega of America, the Sega Channel is currently beaming into over 3 million homes via 61 cable systems. By year's end, channel representatives are confident that over 1 million cable users will be signed on to take advantage of the service. The Sega Channel is the cable industry's first interactive service, providing video games on demand 24 hours a day. Subscribers can access any of the 50 titles that are available each month in eight different categories. "Test Drives" is a place where gamers can try out new Genesis titles. Publishers are hoping gamers will try the new games, get interested in them and then add the title to their libraries.

In addition to "Test Drives," gamers can access the top Sega sports titles in "Sports Arena." In "The Arcade" subscribers can play hits like Aero the Acro•Bat 2, Shinobi III, Mortal Kombat and other arcade classics. In "Swords and Spells" gamers can try their hand at some classic role-playing games like Phantasy Star II and Arcus Odyssey among others.

"Wings and Wheels" is a high-flying, rubber-burning category that gamers who feel the need for speed can access. "Think Tank" is chock-full of puzzle and strategy games for members of the whole family. In the "Family Room," games appropriate for a younger crowd to play are available. Games like Barney's Hide-and-Seek Game, Fun N' Games and Tiny Toon Adventures.

The final category is entitled "Classics." Genesis favorites like Golden Axe and Sonic the Hedgehog can be found here.

Each month brings a new, 50-game rotation and new

TUNE INTO THE FACTS

SEGA CHANNEL INFORMATION —Users can play up to 50 games per month
Price: $12-15 per month depending on where you live

SATELLITE: The channel uses Galaxy 7, Transponder, Hughes Galaxy Communications

Corporate Headquarters Sega Channel, 1633 Broadway, 40th Floor, New York, NY 10019
Stanley B. Thomas, president and CEO

Programming Office 282 Second Street, 4th Floor San Francisco, CA 94105

categories for a price of $12.95-14.95.

The way the system works is Sega Channel operators put the data for 50 games on a compact disc, including menu information and all of the binary data for those files. Then, they ship the disc to Denver, CO, where it is broadcast up to a satellite that distributes the signal to any cable system that is participating. The cable companies then repeat the signal to their subscribers who receive the information in their homes through the Sega Channel adapter.

With some aggressive marketing, cool sweepstakes and awesome promotions, the Sega Channel has made gamers' dreams come true. Mario Lemieux himself appeared in one gamer's home, and another gamer found himself on the floor against NBA star Hakeem Olajuwon.

These factors, combined with the Sega Channel service, has earned the respect of many of gaming's top publishers.

"Our concept in the very beginning was to include games that are unique to the medium and take advantage of the delivery, and to offer unique games that you can't play anywhere else," said Michael Shorrock, Sega Channel's vice president of programming. "Our intent is to do a number of contests and sweepstakes to keep the momentum going. We are working with a variety of publishers now to do that."

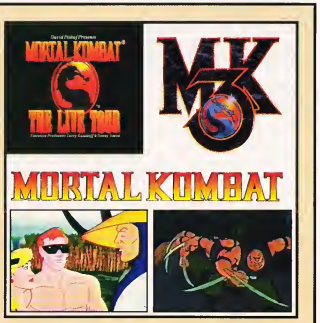
Another unique feature that publishers are taking advantage of will be made-for-Sega Channel-only games.

Sega Channel's first original title was the Ozone Kid, followed by Capcom's Mega Man: Dr. Wily's Revenge and then a reprogrammed version of Super Street Fighter II. Sega also intends to release Body Count, a Menacer game that Sega never published.

"The publishing community's enthusiasm for the Sega Channel gives cable consumers an incredible variety of game play," said Shorrock. "We are thankful for the industry partnership which has produced a new and interactive arena for video game entertainment."

"We're also looking forward to putting some games on the channel that fit a serial format, where the version of the game changes like an episode of your favorite sitcom. This will provide gamers with a unique game play experience," said Shorrock. "Our intent is to offer something unique, and we feel we will be a very important marketing vehicle for video game publishers. We obviously want to support the retail environment—that's our intent and a component of our promotions is to promote hot titles that will drive retail sales."

Fans of Mortal Kombat will be glad to know that the Sega Channel will be one of the first places Genesis users may be able to play Mortal Kombat 3 for the Genesis. Details regarding MK3's appearance on the Sega Channel have not been worked out yet. But negotiations between Williams and the Sega are continuing.



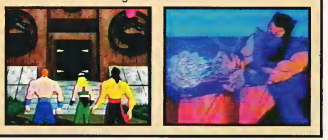
MORTAL, MORTAL AND MORE MORTAL—THE LEGEND KEEPS GROWING

We know about the *Mortal Kombat* movie and we've all had a chance to play the new Mortal Kombat III arcade game. You may also have heard about the Mortal Kombat game gloves, T-shirts and other Mortal merchandise being developed.

This year the Sony PlayStation will be the only home-based system to have Mortal Kombat 3 (except for the Nintendo Game Boy, which is scheduled to be released later in the year). MK3 will be available for the other home-based 16- and 32-Bit systems including the Sega Saturn and Ultra 64 systems early next year.

The Mortal Kombat Live Arena show originally scheduled for June to tour 100 cities with martial artists and magicians has been pushed back until September. Tour goers will find out exclusive codes for the arcade game and be able to play the arcade version of Mortal Kombat on a huge screen.

There's a new animated video being done by Threshold Entertainment. The feature-length video is being called *Mortal Kombat: The Journey Begins.* It's going to be a state-of-the-art, animated special based on the game. Threshold pioneered the animated feature using state-of-the-art special effects commonly used for feature films and video games. They found the effects could be translated to animation. If the video does well, there is a chance Mortal Kombat stars could be featured in their own Saturday morning cartoon series starting this fall.



PRESS START

INTERPLAY TO "SPOOK" PLATFORM GAMERS

Casper the Friendly Ghost will make his debut in new video games for the Sega Saturn, Sony PlayStation, 32X and 3DO.

The games will be based on the upcoming film starring the little ghost. The agreement between MCA/Universal merchandising, Inc. and Interplay Productions is the first in a series of projects being worked on by the two companies. Many of the details surrounding the game are under wraps, but we do know that Interplay plans on using actual images from the movie to generate the artwork. Silicon Graphics workstations using Alias software will be used in the game to make the characters and the backgrounds.

"The *Casper* movie's extraordinary special effects, combined with the popularity of this highly recognized character, will easily make the transfer into a unique and imaginative entertainment title," said Brian Fargo, president of Interplay.

Steven Spielberg's Amblin Entertainment is working on the film and the movie is due to be released in theaters Memorial Day weekend.

THE HOT NUMBER

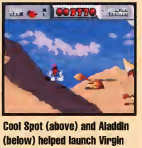
112

If Sega did the math for the Sega Saturn the way Atari did the math for their 64-Bit Jaguar system, the Sega Saturn would be a 112-Bit monster of a machine.

VIRGIN JOINS ULTRA 64 DREAM TEAM

Virgin and Nintendo have announced an agreement that will see Virgin develop and publish games to play exclusively on the Nintendo Ultra 64, the home video game system that will enable players to play in three-dimensional worlds that previously have been available only on high-end graphics workstations.

Well known for Aladdin, the landmark game for the



Cool Spot (above) and Aladdin (below) helped launch Virgin to superstar status.



Sega Genesis and Super NES along with Disney's The Lion King, VIE's status as a world-class game developer has been further elevated by selling more than 1 million copies of the CD-ROM title, The 7th Guest.

Cool Spot is the obvious choice for the U64, as VIE programmers have been working on 16-Bit versions of the game for some time. Spot Goes to Hollywood is the official title of the Super NES and Genesis titles, but no one is sure what the Virgin Ultra 64 game will be.

VIRTUAL-REALITY HEADSET COMING FOR THE JAGUAR

In a move that will surely elevate the profile of the Jaguar, the Atari Corporation will help fund Virtuality's development of two virtual-reality titles for the Jaguar console. Virtuality will also develop VR codes and other operating system software to share with Atari and its third-party development community in order to develop Virtuality games that will be compatible with the Jaguar. Virtuality will receive royalties on each copy of the games sold.

Delivery of the Jaguar virtual-reality upgrades and the first two titles are scheduled for the winter of 1995 in time for Christmas. Two of the titles Virtuality plans to release for use with their Jaguar HMD are Buggy Ball and Dactyl's Nightmare, two of Virtuality's more popular virtual-reality programs. This follows last November's announcement that Virtuality will design a low-cost, head-mounted display to be licensed to Atari for use with the Jaguar, creating the world's first VR games for the home market.

The head-mounted display and accompanying software are being worked on by Virtuality at their London office. The development is on schedule and the finished product will cost around $200 U.S.

"We foresee our virtual-reality technology business contributing an increasing portion of future revenues, and with the entertainment business continuing its strong performance, we are looking forward to a profitable outcome," said David Payne, chairman of the Virtuality Group on the heels of last July's joint venture announcement with IBM that provides VR workstations by joining IBM's ValuePoint personal computer with Virtuality's V-Space toolkits.



MATTEL MEDIA FORMS DIVISION TO MAKE GAMES

One of the biggest toymakers in the world may be entering the world of electronic games for both the home and the coin-operated amusement environments.

Mattel has recently acquired the services of Doug Glenn, one of the forces behind the launch of the Sega Channel. He will be in charge of the new Mattel Media gaming division. Plans are sketchy at the moment, but sources suggest that they plan to debut all types of games for both new and existing gaming formats.

This isn't Mattel's first attempt at the games business. Shortly before Nintendo hit it big with the 8-Bit Nintendo Entertainment System, Mattel attempted an unsuccessful home gaming venture with Coleco. Word has it they will be utilizing some of their toy properties by making them into both educational and action-adventure video game titles for a variety of computer and gaming platforms. More announcements are forthcoming. When we get more information we'll pass all the details along to you.

By Todd Mowatt

In the Darkest Hour,



Hope Springs Eternal.

The incredible sequel to the best-

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REVIEW CREW

THE REVIEW CREW



ED semrad

Current Favorites:
Gex
Front Mission
Earthworm Jim 2

Ed's been a little livelier since he's brought his son Mike in. Mike's been causing havoc around the office, starting small fires and torturing the editors. Like father like son ...



DANYON carpenter

Current Favorites:
Gex—3DO
Tekken—PSX
Ridge Racer—PSX

Dano recently allowed the world to view his exclusive laserdisc collection, that even he has never seen (much less opened). Recent titles include *Jurassic Gurk* and *Indiana Andy: The Lost Pages*.



AL manuel

Current Favorites:
Fatal Fury 3—Neo
Ridge Racer— PSX
Gex—3DO

Taking up his cowl and cape, Al takes to the night stopping crime in its tracks. Deep within the Al Cave, he does his reviews, desperately hoping the latest batch of games are decent.



SUSHI-X

Current Favorites:
Rockman 7
SF: The Movie Game
Krusty old Peeps

Utterly sick of MK3, Sushi-X has been moping about, killing anyone in his path. Hopefully, Street Fighter Legends will snap him out of his killing spree. He's silent but deadly—like his bowels.

HOW GAMES ARE RATED...

The reviews that are published in *EGM* are created after each gamer on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete) and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

ED

DANO

AL

SUSHI

3do

GEX

crystal dynamics



category:	release date:
Action	Now
challenge:	**back-up:**
Moderate	Battery

It is simply the best 3DO action title there is. GEX does so much within the limits of the system that at times it seems like Crystal Dynamics tried too hard. The only flaw is in the slowdown that frequently appears. The control is perfect, and the graphics are great. Best of all is the witty voice-overs that will totally have you in stitches. All of the levels have lots of secrets, and they are all huge. The themes are great, and I'm hoping a sequel is on the way.

If there was ever a game surrounded by endless hype and development time, GEX has to be it. But the long wait was well worth it. GEX proves to be one of the best action games ever seen on the 3DO! The graphics and sounds are superb, and the voice of comedian Dana Gould adds some great one-liner humor, to an already enjoyable game. Unfortunately the backgrounds scroll a bit choppily but that's not the fault of the programmers and hardly takes away from the fun.

Well, it took a while, but I finally found a 3DO action game I REALLY like. GEX is to 3DO what DKC is to Super NES. Crystal Dynamics has taken a proven success formula and implemented it into a game that's sure to make its mark on the 3DO platform. Players will surely welcome the game's fresh look and style. The animation is impressively fluid, the music is top-notch and the challenge is perfect. This is, without question, the best action platform game for the 3DO!

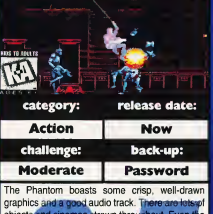
This is going to be the game that draws people to the 3DO. Not since Mario and Sonic has there been a cute and cool mascot character. The game plays great, looks great, sounds great and simply is great. There is some slowdown, but I really overlooked it due to the large levels and great game play. The smart-mouth comments are a new plus from a character who makes its own statement. This is definitely a must buy for the 3DO and perhaps the best game yet!

Best Feature: Graphics, voices
Worst Feature: Choppy scrolling
Time To Complete: Long
Also Try: Any other side-scroller

super nes

PHANTOM 2040

viacom



category:	release date:
Action	Now
challenge:	**back-up:**
Moderate	Password

The Phantom boasts some crisp, well-drawn graphics and a good audio track. There are lots of objects and cinemas strewn throughout. Even the quest itself isn't all that linear. Phantom 2040 is a good action title. While he looks a little funny when he walks, the whole game has a sleek look to it. The story is cool, although I'm not familiar with the comic at all. My only real peeve is with the endless onslaught of mindless robots that always attack. It's cool.

At first glance, I thought this would be another basic side-scroller. Once you play it though, you'll realize there is plenty of technique, like using the Inductance Rope to scale walls (a nice touch). Another surprising factor is how well Phantom 2040 plays. The control is perfect! Although the animation of him walking appears painfully stiff and the enemies seem to pop out of nowhere, there is a lot to like about this game, especially with the wide array of weapons to use.

It's getting more and more difficult for me to like action games now, since most of the releases, as of late, have all been very similar and offer nothing new. But even though Phantom 2040 follows this trend, it is one of those rare 'copycat' games that stands out—it excels in some areas that are key to a good game: exceptional graphics and game play. On the down side, the sounds could have been a little better, much like the play control; however, it is a decent game.

It seems all the action games are starting to blend into each other. I guess if you're familiar with the Phantom as a character, the game would stand out a bit more. It's a good game with decent control and items, but there is really nothing special about it. Sure the graphics are crisp and there are some cool cinemas, but the endless supply of robots to shoot gets a bit tiring. Personally, I've never seen the comic or cartoon the character is from, so the game was just average to me.

Best Feature: Great control
Worst Feature: Choppy animation
Time To Complete: Long
Also Try: Mega Man series

super nes

AIR CAVALRY

gametek



category:	release date:
Simulation	Now
challenge:	back-up:
Hard	None

I have a lot of mixed feelings about Air Cavalry. While I don't like the pixilized Mode 7 effects, the game does sort of grow on you. Your chopper runs out of ammunition too easily, plus SAMs and tanks have uncanny accuracy—something my weapons didn't have. Still, flying around in a chopper while blowing things up does relieve a lot of stress. I'm sorry I can't get any more specific. Once you play it, you'll understand. Air Cavalry should at least be tried.

Air Cavalry is for those who want a simulation game but don't have the patience. You won't have much patience left anyway after playing this one a few times. It's just way too easy to get shot. Not having chaff or radar jammers to ward off enemy attacks just makes it that much harder. Also, you can pretty much just fly around and lock on to every vehicle and fire the missiles and guns, but again, you get blasted too much. The only saving grace is a nifty two-player game.

Generally, I can get into any shooting game, whether they are first-person perspective or side-scrolling. Air Cavalry is a decent game with a pretty cool military twist. There is a good variety of weapons and lots of cool missions to complete. However, I found the control needs some work. Your chopper should be able to strafe at least. Another problem is that you have a very limited amount of ammunition. This is a tough game, but military nuts should like it.

Generally I love shooters, but I'm not quite as fond of first-person perspective games such as this one. The game looks good except for a few Mode 7–like scenes, but there isn't enough action to keep my attention. The whole military angle is worked in well, but I'd rather just shoot and destroy. The biggest problem is it being a shooter is that you run out of ammunition too fast. It's a decent game but I think it will appeal to military fans more than die-hard shooter fans like myself.

Best Feature: Two-Player Mode
Worst Feature: Instant hits
Time To Complete: Is it possible?
Also Try: LHX Attack Chopper

genesis

JUSTICE LEAGUE

acclaim



category:	release date:
Fighting	Now
challenge:	back-up:
Moderate	None

Justice League is an average fighting game. The graphics are only average, and the sounds are below. Comic books fans (like the *HERO* guys) should love it. The moves are fairly easy to perform, but there is a delay after you do them. Each fighter needs more moves and maybe a bit of consistency. Ya' the characters from which they're based. Overall, I think I'd have you rent it to see if you like it. Personally, I don't think it'll generate long-standing interest.

Well, it's got a cool intro with Darkseid talking to you about taking over the world or something. Seriously, Justice League would be a cool game if, of course, the control was tweaked. Many of the moves are just darn near impossible to get off. Save for some basic charge moves, everything else you do is too much work to be any fun. What about the music, you ask? Yikes—turn it down. If you do manage to perform any moves, you'll be disappointed at how few there are.

There isn't much to say about this game except that it is almost identical to the Super NES version in every respect. To reiterate my Super NES review, the controls are not what I would call precise and responsive. The special moves for each character are a chore to pull off, making the game a bit frustrating. The animations are choppy, killing the flow of the fight. Furthermore, no work was done on the story because each character had the same one. That's pretty lame.

For a fighting game, this is pretty sluggish. I love the concept of the DC heroes and villains slugging it out, but the animation and game play is a bit lagging. It does play and look a lot better than the Genesis version, but it is still far behind the tightness of SF. The one good point is the way they incorporated special moves for each character. They are creative and effective but not quite enough to cover the slow fighting style. However, fans of the heroes should definitely check it out.

Best Feature: Comic book dudes
Worst Feature: Control, or lack of
Time To Complete: Medium
Also Try: Any and all fighting games

sega cd

SURGICAL STRIKE

sega



category:	release date:
FMV Adventure	Now
challenge:	back-up:
Hard	None

Surgical Strike is like an action film that never lets up. You drive a tank down city streets annihilating targets. It's cool to play at first, but it soon becomes repetitive. The limitation to your ammo really hurts this game, especially when you have to shoot an end target that has a random weak spot. The full-motion video is actually seamless, and the digitization isn't all that bad. Surgical Strike is okay, but you won't play it again once you've beaten it.

Of all the full-motion games out there, this one definitely packs the most excitement. The explosions, missile attacks and sniper attacks are nonstop. The scene cuts and full-motion video are done perfectly, but more impressive is the fact that everything is full-screen video. However, it takes a long time to get used to the fast pace of the game, and you will find yourself running out of ammo at the most inopportune times. It's not bad, but not the best either.

Surprise, surprise! A CD game with full-motion video! Well, we all know where this review is gonna go now. I'm sorry, but I just don't like FMV. In the case of Surgical Strike, the graphics are very pixilated and become very bad at times, hindering the view on the playing area, resulting in missed shots. Although the digitized movie is almost nonstop, it just becomes repetitive. The bad acting doesn't help either. Pick this up if you just want to collect all the FMV games.

This is very similar to the Dragon's Lair- and Space Ace-type game where you have to make a quick choice either to shoot or to move, then wait to see the reaction. The concept works well with good animation, but I got bored with this grainy full-motion video. At first it is relatively fun to see the actions, but after a while, you're just frantically looking for targets and can't look at the scenery. For fans of FMV or Dragon's Lair it is pretty cool, but it's not my bowl of sushi.

Best Feature: Nonstop action
Worst Feature: Irritating actors
Time To Complete: Good luck
Also Try: Any and all FMV games

sega cd

SAMURAI SHODOWN

jvc



category:	release date:
Fighting	Now
challenge:	**back-up:**
Variable	None

This is one of the best home translations of Shodown around. Few foreground objects are missing, but that's about it. Everything that I liked about the arcade game is here. The music is top-notch, and the game play is very well done. The animation could use some work, but it's a small problem. I could get almost every move off flawlessly. Even some of my combos worked. Samurai Shodown is a good translation, and is one of the best Sega CD fighters around.

ED

I was surprised at just how well this version came off for the CD. Aside from the nit-picky access time which is surprisingly short, this is a fantastic translation. The music is identical to the arcade, the characters are large and well defined, plus the moves are pretty easy to perform, with a little patience on your part. Forget using the standard three-button controller, the six-button controller is 10 times better. Wow, this is another Sega CD game that might be worth picking up.

DANO

This is the best conversion of the game that made the Neo-Geo the system of choice for fighting games. Samurai Shodown for the Sega CD has all the looks (lack of colors aside) and feel of the original. The music from the CD really gets you into the game, and best of all, the game is easy to control. Special attacks can actually be done without frustration. The only downside to the game is the access time, which really isn't that bad. It's a must for fight fans.

AL

This is probably the best-playing version of the Neo-Geo classic. The game was reproduced with all the moves and almost all of the animations and tricky little items in the backgrounds. The characters are very large, but it almost seems that the screen was cropped somehow in doing so. Still, all your attacks, strategy and combos should work like a charm. The character sounds are a bit weak, but the soundtrack is done well. It's a good version of a great game.

SUSHI

Best Feature: Great translation

Worst Feature: Access time

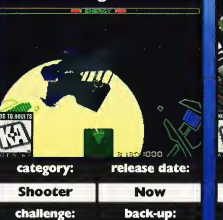
Time To Complete: How good are you?

Also Try: Any and all fighting games

32x

SHADOW SQUADRON

sega



category:	release date:
Shooter	Now
challenge:	**back-up:**
Hard	None

Shadow Squadron is nothing more than a clone of the previous Star Wars game. The visuals and many of the levels seem like a direct port. A few things have been touched up. The polygons are much cleaner. Shadow Squadron wasn't all that fun to play. It was very boring, although the gunner aspect helped. 32X owners might want to consider picking this one up, but only if they liked Star Wars. The 32X still has yet to prove its worth as a top-notch, 32-Bit system.

Haven't I seen this before? Oh yes, disguised as a Star Wars game of sorts. While Shadow Squadron offers the lovely option of being able to fly wherever you want, it's still nothing spectacular by any means. Boring, single-color polygons are a thing of the past, but I guess that's what the 32X is hardly doing. I like the concept behind the two-player game with one person piloting the craft while another is the gunner. Overall, Shadow Squadron is only average.

Shadow Squadron is a unique shooter, mainly because of the first-first-person shooter. (try saying that 10 times fast) that actually allows you to fly in real-time space, unlike Star Wars and Star Fox which have predetermined paths. As far as the rest of the game goes, there isn't much to say about the graphics because most of it consists of polygons. It's pretty dull. The sound is just so-so. No ear-pounding explosions here. Basically, the game is good one time around.

This is very reminiscent of Star Wars. The polygons are a bit better, but even with the touch-ups, it still isn't that exciting. The game has a very limited appeal to me. The ability to fly around in a seemingly endless number of directions is fun, but after a while of zooming around, it's just a first-person shooter like Star Wars. This type of game has a one-shot appeal—after you've tried it once, there isn't much excitement left in it. Polygons and average sounds are not for me.

Best Feature: Free movement

Worst Feature: Gets boring

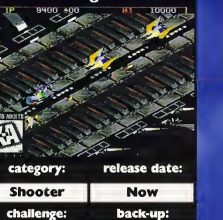
Time To Complete: Medium

Also Try: Star Wars 32X, StarFox

32x

ZAXXON'S MOTHERBASE 2000

sega



category:	release date:
Shooter	Now
challenge:	**back-up:**
Hard	None

As the self-proclaimed champ of Zaxxon and Super Zaxxon, I was thrilled to hear of an update to one of my favorite series. There are a couple of nice features, like the jump, which lets you get out of a tight spot. The backgrounds were cool looking, too. Then we get to the ship and the enemies. The polygons look rough—pure and simple. Your ship controls sluggishly, and it get frustrating quickly. It lacks the fun of Zaxxon, and the ships looked better back then.

Okay, chalk one up for Sega—at least this iteration of Zaxxon offers some new ideas. The look of Viewpoint from the Neo•Geo is readily apparent, but what made Zaxxon so cool many years ago was the ability to change your altitude, which I'm sorry to say didn't make it in. Instead, you're left with a jump feature that isn't as useful. Once again, more polygons decide to haunt us with their jagged appearance and plain look. It plays okay, but that's where it ends.

Fans of the classic shooter from Sega can rejoice now that Zaxxon's Motherbase 2000 is here. This game is only similar to its predecessor in appearance and looks more like Viewpoint than Zaxxon. I like the look and sound of the game, but that's where I stop liking it. First, you can't ever change your altitude like the old Zaxxon. The only time you can really do that is when you make your ship jump, which is pretty useless most of the time. It's not like the old game!

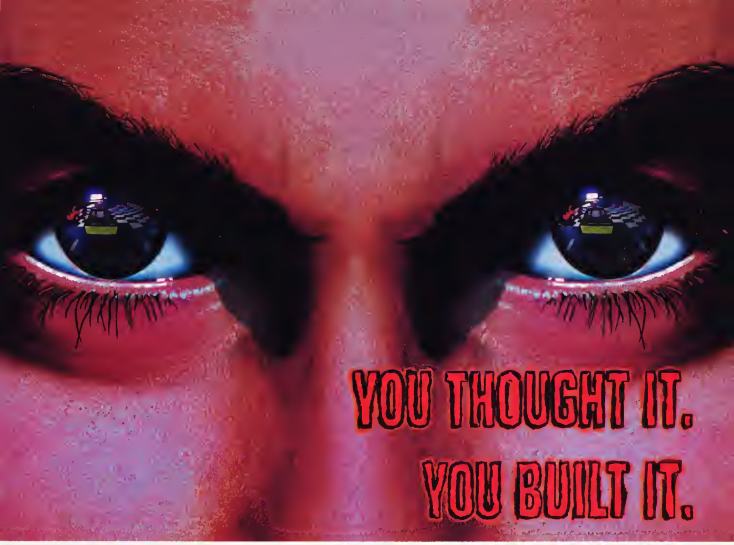
I was waiting for this game to bring back the classic nostalgia of Zaxxon and Super Zaxxon. However, it really isn't even as good as the early version. The backgrounds and such are done well, but your ship and some polygons just aren't that great-looking. Also, they removed the altitude changing for a new feature. This new version seems more like Viewpoint than the old Zaxxon. In addition, it seemed a little hard to control. It is fun but lacks the classic appeal.

Best Feature: Zaxxon lives again

Worst Feature: Not exactly Zaxxon

Time To Complete: Medium

Also Try: Viewpoint, uh ... Zaxxon



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ED DANDAL SUSHI

32x cd

SUPREME WARRIOR

digital pictures



category:	release date:
Fighting	Now
challenge:	**back-up:**
Hard	None

Supreme Warrior has all the flavor and looks of those hilarious, low-grade martial-arts flicks. The digitization of the full-motion video isn't all that bad, and you'll actually want to see the story progress. However ... the game itself is severely lacking. The motions you do possess seem to have no effect, and it's very hard to tell the distance and when you should strike. If the game had some play to it, one could enjoy this game. However, it doesn't. Rent it and see if you like it.

I didn't enjoy the Sega CD version and the same holds true for this one. The concept behind it is intriguing, almost like a cheesy B-rated kung fu flick, but the problem comes in playing it. Exact timing is needed to get anywhere in this game and unfortunately, it's near impossible. The video quality is quite good and the cuts are well done, but trying to gauge the perfect time to throw a punch or a kick while your opponent is always on the offensive is difficult.

I know I've ragged on full-motion video games before, but for some reason, I have developed a liking for this game. (FMV haters, shoot me now!) I think it has something to do with the story that is very much like an old martial arts movie. The story was pretty cool and kept my interest even though the control was a little unresponsive. Playing with the regular three-button controller made it even worse, so make sure you have a six-button controller laying around.

You may think I'm nuts, but I really like the look of this game. From the first time I saw it on the 3DO, it reminded me of badly dubbed kung fu movies. It's this classic appeal that makes the full-motion video work for me. Normally I don't care for FMV games, but I found myself wanting to see the story and play the game. Unfortunately, the game play suffers. The controls are a bit clumsy and take a while to get used to. It's not great but it is a novelty fighting game.

Best Feature:	**B-movie looks**
Worst Feature:	**FMV ... again!**
Time To Complete:	**Medium**
Also Try:	**Not much else like it**

neo·geo

FATAL FURY 3

snk



category:	release date:
Fighting	Now
challenge:	**back-up:**
Hard	None

Fatal Fury 3 may do a lot with the fighting genre, but to me personally, it lacks the spirit of the earlier games. Fans of the series will see a lot of familiar South Town sights, and there are plenty of hidden fighters around. The multiplane effect is a bit cumbersome, especially when the computer can circle around you and totally tear you apart. There's not enough here to keep it Fatal Fury. The last Boss pales in comparison to earlier ones. It's good, but not Fatal Fury.

It's baaack! Fatal Fury will never die. At least SNK can count to three. Anyway, Fatal Fury 3 dishes up all the fun of the previous games, but, of course, tosses in some new characters to liven it up. But for some reason, the game doesn't have the look and feel of Fatal Fury 2. Sure it plays well, but the nostalgia isn't there. The new characters, especially Blue Mary, are really cool. I highly recommend checking it out at the arcade. You may like it more than I did.

The classic fighting series continues with its third installment in the series. Although there are some fighters missing from the previous versions, I do like the fact that they kept the ones with the most "appeal." Hee, hee! Also, I like the new fighters and their special attacks, even though some of them aren't anything new. The animation is very cool, and above all the play control is what makes this game work. The addition of different fighting planes adds to the fighting scheme. Cool!

I really like the look and playability of this latest Fatal Fury game. The old characters look great and the moves work like a charm. There are some nostalgic scenes from the first games along with the new multi-scrolling fighting field. The old characters play like they used to, but the new ones really don't seem all that great to me. There is a decent variety of styles but all the new guys lack any real appeal. Overall, it plays well and is worth checking out by any fighting fan.

Best Feature:	**Blue Mary**
Worst Feature:	**Not really FF3**
Time To Complete:	**Depends on $$$**
Also Try:	**FF1, FF2, etc.**

3do

IRON ANGEL
OF THE APOCALYPSE

synergy



category:	release date:
Simulation	Now
challenge:	**back-up:**
Moderate	Battery

This game really could have been cool if only it was laid out a bit better and the control was improved. Iron Angel suffers from the problem plaguing a lot of other first-person games. The screen moves forward at an unbearable rate, and the collision is so tight, you'll hit walls too easily. The story is good, but most players will tire of the constant repetition. You won't even change your weapon until about six levels in. I'd pass this game up. It just seems to be out of date.

If trying to say the name of this game to your friends doesn't drive you nuts, the game most likely will. The movement is agonizingly slow and choppy. This seems strange as there are many other first-person perspective games with perfect scrolling. If you're into involving story lines, Iron Angel of the Apocalypse has a lot to offer, but without great control you're left with a subpar-dard game. As a wise man once said, "Try before you buy."

This seems to be a recurring problem with many games on a CD platform. Like many others, Iron Angel of the Apocalypse is heavy on the full-motion video and very light on the play control and game play. For example, the scrolling of the playing area is so choppy that it hinders precise movement. In some cases, the controls seem to be unresponsive. Very frustrating! The only bright side to the game is its intriguing story, but that's not enough to make me like it.

Unfortunately Iron Angel of the Apocalypse falls in to the same category as most CD games. They spend far too much time and effort on full-motion video and not enough on the actual game. It seems hard to control at times and lacks enough precision to make you really get into it. I'm not a big fan of the first-person-perspective of this type where you bounce off walls and such. The game does boast an excellent story line for those into this type but its all too repetitive for me.

Best Feature:	**Story line**
Worst Feature:	**Choppy everything**
Time To Complete:	**Just try to**
Also Try:	**Monster Manor**

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ED DANO AL SUSHI

3do

MYST

panasonic



category:	release date:
RPG	Now
challenge:	**back-up:**
Hard	Battery

Myst is a good adventure. If you missed it on the computer, this a good place to try it. Myst leaves you hanging with many riddles whose answers aren't very apparent. Most players will have to buy a hint book or something. The aimlessness is something I really don't like. Myst looks good, and the sounds are nice, too. The world of Myst is gigantic, although it may not seem like it at first. If you want to go exploring, this game will give you something to hunt for.

This game was all the rage when it debuted on the PC, and that excitement should follow through on the 3DO. While the game is really nothing more than nicely rendered still screens with some full motion thrown in here and there, the story alone is what made this game so hot. One minor gripe is that it was very difficult to read papers and books because of the weird script font. It's a worthy purchase and a game you'll have no trouble getting into.

This is one of the better games for the computer format and is nearly identical to its PC counterpart. One problem: Even though this has a very interesting story line, I had a difficult time trying to maintain any attention to this game. Most of the game consists of just still pictures of various spots on a rendered island. It kinda makes me wish for more full-motion video, which is very few and far between in this game. Sorry, this game just bored me.

This port from the PC version is done relatively well. The graphics and sounds are decent but the game never really appealed to me on the PC. The game is huge but still manages to have difficult puzzles to keep you stuck at almost every turn. For a CD title it could have used a bit more animation or video screens rather than just single shots of a location. Adventure fans who want a challenge will really dig it, but it got boring after a while.

Best Feature:	Great story
Worst Feature:	Reading
Time To Complete:	Next year
Also Try:	Not much else like it

game boy

WORLD HEROES 2: JET

playmates



category:	release date:
Fighting	Now
challenge:	**back-up:**
Hard	None

This is a very good Game Boy game. Somehow the programmers were able to squeeze in all of the moves, plus the ability to play as the last Boss! The graphics are simple, but they convey the fighting very well. The moves (except for the death ones) are easy to get off. I could even Do Muscle Power's spinning pile driver easily! If you want a good fighting game and don't mind the black and white, this one is a must. Fans of the Neo•Geo will be surprised.

First off, I can't believe that all the characters made it into this Game Boy version- complete with all of their special moves. Second, I especially can't get over how incredible this game plays. There isn't one special move I can't get off on the first try. This is a miracle for Game Boy fighting games. Everyday tournament modes have been left in. The only drawback is, alas, the beeps and pops for the music, but it's a small price to pay for such a great GB title.

I like this one! For a fighting game for the Game Boy, I'd have to say that World Heroes 2 is quite an exceptional game. Even with the Game Boy's limitations, Takara has pulled off a great game with nice graphics and (get this) playability that even surpasses many fighting games on higher-end systems. Another plus is the Two-player Versus Mode. YES! The negative on this game is obviously the sound. No big deal. We have volume control!

WOW! I have to hand it to Takara, you really blew old Sushi away. I've never really been big on the countless limitations of Game Boy, but somehow they were able to put in all the moves and simply incredible control. I could not believe a fighting game would ever work for the portables, but this one does. Sure the sounds are typical GB, and the graphics are simple, but it plays and controls better than some 16-Bit titles. Hats off to this title; it's a great reproduction of the Neo version!

Best Feature:	Superb control
Worst Feature:	8-Bit sound
Time To Complete:	Medium
Also Try:	Nothing; this is too good

game gear

CHEESE CAT-ASTROPHE: STARRING SPEEDY GONZALES

sega



category:	release date:
Action	Now
challenge:	**back-up:**
Moderate	Now

Speedy tries really hard to be a combination of Sonic and Mario but ends up far short. The game moves fast and it plays very well, however the Game Gear just can't keep up hence some very bad blurring. The enemies appear so fast it is very hard to avoid getting hit. The music and graphics match the cartoon very well and stand out above the rest of the most recent Game Gear titles. Speedy Gonzales looks good, but the the play just isn't there.

Speedy Gonazales has all the charisma of the cartoon show, but there are some problems making it less fun than the series. First off, since Speedy can naturally run fast, the screen gets blurry at high speeds. Also, since he runs a lot, you don't see many of the enemies, especially the scorpions that lash out. The levels are well laid out and there's good attention to detail with Speedy's animation and play control, but the constant instant hits wear thin quickly.

Being a Looney Tunes fan, I found myself disappointed with this title. Speedy Gonzales for the Game Gear plays well, but the problem with this game is that it scrolls too fast, making it difficult to avoid enemies that appear on the screen. Expect a lot of instant hits and a lot of frustration here. The play control could also have been improved, and may have benefited from a button configuration. If you really want this, try giving this game a rent first.

The cute, little mouse from across the border looks great in this colorful game. I really enjoy the Looney Tunes characters and most games they've been in. This one looks and sounds great but seems to fall, due to the "speedy" nature of the game. By trying to simulate speed, the game scrolls too fast and causes too many free hits. It would be a really good game if you could slow down the scrolling a bit. Other than the speed, the game really captures the look of Speedy.

Best Feature:	Good grafx & anim.
Worst Feature:	Instant Hits
Time To Complete:	Medium
Also Try:	Sonic

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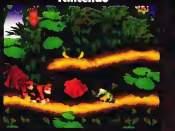


THE EGM HOT 50

*Afraid you may have missed **EGM**'s review of your favorite product? Curious as to how good that game in the bargain bin is? With more and more new game releases hitting store shelves every week, that could be a bad thing. Never fear, because the **EGM** Hot 50 details the Review Crew's rankings of the highest-rated softs from the past year. The games on this list are in alphabetical order with the top eight titles featured in the sidebars in numerical order.*

RANKING: #1

Nintendo



Super NES

Donkey Kong Country

This game outperforms a lot of the 32-Bit games out there. It also toasts all of the 16-Bit competition. DKC really shows what the 16-Bit systems can do—both in sheer graphic ability and a killer soundtrack that makes you wonder if there's a CD inside your cartridge. It's a definite winner. *(Nov. '94)*

AVG. RATING: 9.25

RANKING: #2

Sega



Genesis

Sonic & Knuckles

With fantastic graphics, sound and game play, this is one of the best games around for the Genesis. The use of Lock-On technology even helps you drag out those dusty, old Sonic 1 and 2 carts! So enjoy playing as Knuckles in both Sonic 1 and 2 and also experience new levels. *(Dec. '94)*

AVG. RATING: 9.25

Interplay — **3DO**

Alone in the Dark

Another excellent PC translation for the 3DO, featuring vivid graphics and great sound. Also, it's much more strategy-oriented. Playing as a man or woman is a nice touch. *(Sept. '94)*

RANKING: 38 — **AVG. RATING: 8.0**

Konami — **Super NES**

Animaniacs

If you love the cartoon, you'll love the game. It has everything: great graphics, killer sound, challenging levels and of course, Yakko, Wacko and Dot. *(Nov. '94)*

RANKING: 28 — **AVG. RATING: 8.0**

Interplay — **Super NES**

BlackThorne

This is the perfect blend of mystery, strategy and action. The animation is excellent and the graphics are superb. The dark background adds to the mystery. *(Sept. '94)*

RANKING: 36 — **AVG. RATING: 8.0**

Philips — **CD-i**

Burn: Cycle

Burn: Cycle is a great interactive mystery that must be seen to be believed. It's hard-core cyberpunk with nothing left to the imagination. It's a must for the CD-i. *(Nov. '94)*

RANKING: 31 — **AVG. RATING: 8.0**

Taito — **Super NES**

Bust-A-Move

This is a thoroughly enjoyable, addicting puzzle game that relies on reflexes and timing. Bust-A-Move contains solid play instead of flashy graphics and effects. *(March '95)*

RANKING: 43 — **AVG. RATING: 7.75**

Computer West — **Jaguar**

Cannon Fodder

As one of the best games out for the Jag, Cannon Fodder takes a humorous look at war. The graphics are better than the average Jag games, and it's highly addictive. *(March '95)*

RANKING: 47 — **AVG. RATING: 7.75**

Atlus — **Genesis**

Crusade of Centy

Crusade of Centy is one of the best action/RPG games for the Genesis (like the Zelda series on the other system). The control is less refined, and there are many plot twists. *(March '95)*

RANKING: 45 — **AVG. RATING: 7.75**

Capcom — **Super NES**

Demon's Crest

Demon's Crest will probably be one of those sleeper games. The graphics are beautiful and the game control is top-notch. Also, the background music really draws you in. *(Oct. '94)*

RANKING: 18 — **AVG. RATING: 8.25**

Nintendo — **Game Boy**

Donkey Kong

Donkey Kong is back in this Game Boy variant that gives you more levels, cool cinemas and color using the Super Game Boy adapter. Takes you right back in time. *(Aug. '94)*

RANKING: 20 — **AVG. RATING: 8.25**

Playmates — **Genesis**

Earthworm Jim

One of the coolest games of the year, EWJ has it all. The warped jokes and stunning visual effects place this game in a field of its own. It's a great addition to any game library. *(Oct. '94)*

RANKING: 9 — **AVG. RATING: 8.75**

Playmates — **Super NES**

Earthworm Jim

Earthworm Jim is a totally unique character, with plenty of animations and characteristics. With huge, challenging levels and hilarious Bosses, this is a must-have. *(Oct. '94)*

RANKING: 11 — **AVG. RATING: 8.5**

Takara — **Super NES**

Fatal Fury 2

Fatal Fury is one of the better fighting games out for the Super NES and a great translation from the arcades with all of the characters, moves, graphics and sound. *(May '94)*

RANKING: 23 — **AVG. RATING: 8.25**

JVC — **Super NES**

Ghoul Patrol

A worthy sequel to Zombies Ate My Neighbors, the game play is the same, but a few new options are included, like Boss characters and the ability to jump. *(Dec. '94)*

RANKING: 50 — **AVG. RATING: 7.75**

Jaleco — **Super NES**

Ignition Factor

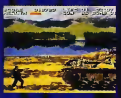
In Ignition Factor, you play as a firefighter trying to rescue people. IF is both a strategy- and action-oriented game with decent music and great sound effects. *(March '95)*

RANKING: 13 — **AVG. RATING: 8.25**

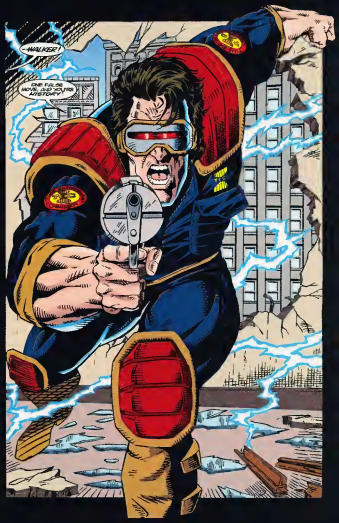
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JVC

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NR Not Rated

RANKING: #3

SNK



Neo-Geo

Samurai Shodown II

As the only fighting game in our top eight, Samurai Shodown II earns its place. It is a total improvement over SS1. The graphics and sound are simply amazing while the playability is unmatched. *(Jan. '95)*

AVG. RATING: 9.0

RANKING: #4

Squaresoft



Super NES

Final Fantasy III

Undoubtedly the best RPG on the market, Final Fantasy III has caused insomnia in some of our editors. RPGs with this much depth and realism come once in a blue moon, so don't pass this one up. *(Oct. '94)*

AVG. RATING: 9.0

RANKING: #5

Acclaim



Super NES

NBA Jam

As one of the most popular games in the arcades, NBA Jam has made its way to the home systems. It's no surprise that it's here. It offers great graphics and cool sound. See if you can master it. *(Feb. '94)*

AVG. RATING: 9.0

SNK | Neo-Geo

The King of Fighters '94

Another totally awesome fighting game from SNK. With 24 characters and tons of special moves, this game is bound to keep you up late on many occasions. *(Nov. '94)*

RANKING: 10 **AVG. RATING: 8.5**

Psygnosis | Super NES

Lemmings 2

Those lovable critters are back for more action. This title adds some nice twists, like Lemmings with different skills and better-looking graphics. It's a must for Lemming fans. *(Feb. '95)*

RANKING: 48 **AVG. RATING: 7.75**

Virgin | Genesis

The Lion King

An excellent movie-to-game translation, and once again, this one does the animated feature justice. It has knock-out graphics and sound plus challenging game play. *(Nov. '94)*

RANKING: 29 **AVG. RATING: 8.0**

Konami | Super NES

Metal Warriors

Mechs, mechs, mechs! Metal Warriors offers a mech lover's delight. It has lots of mechs to choose from, lots of weapon power-ups and huge, challenging levels. *(April '95)*

RANKING: 24 **AVG. RATING: 8.125**

Sony Imagesoft | Sega CD

Mickey Mania

This game was totally unexpected. Its graphics and effects will blow you away. It has good play mechanics and great sound. If you love old Disney classics, get this game. *(Nov. '94)*

RANKING: 30 **AVG. RATING: 8.0**

Acclaim | Super NES

Mortal Kombat II

This is the version of Mortal Kombat II to get. It plays almost the same as the arcade with all of the secrets and combos, plus most of the audio is included. *(Oct. '94)*

RANKING: 17 **AVG. RATING: 8.25**



MK2 by Acclaim



Need for Speed by EA

Electronic Arts | 3DO

Need for Speed

Drive any one of the eight supercars, like the Viper or Diablo. Race on three types of track, from the mountains right down to the congested freeways of a city. *(April '95)*

RANKING: 25 **AVG. RATING: 8.0**

Enix | Super NES

Ogre Battle

One of the best RPG/military sims available. Ogre Battle offers large maps, lots of units and excellent sound and graphics. The interface is peculiar but easy to work with. *(May '95)*

RANKING: 41 **AVG. RATING: 7.75**



Ogre Battle by Enix



Pac-In-Time by Namco

Namco | Super NES

Pac-In-Time

Pac-In-Time has the makings of a great game. It combines fast-paced action with puzzle-solving abilities. The graphics and animation make it the best-looking Pac-Man yet. *(March '95)*

RANKING: 44 **AVG. RATING: 7.75**

Sega | Genesis

Phantasy Star IV

This is the fourth installment in the Phantasy Star series with an improved magic system that allows you to combine magic spells for more power. *(April '95)*

RANKING: 42 **AVG. RATING: 7.75**

Atlus | Super NES

Pieces

Another excellent puzzle game, this one's unique ploy is putting jigsaw pieces together. The Two-player Mode really makes this game shine. *(Jan. '95)*

RANKING: 14 **AVG. RATING: 8.25**

Natsume | Super NES

Pocky & Rocky 2

This is one of the best adventure sequels out. The graphics are really good, and the music is cool. The new people are a nice touch: Finding out what they do is half the fun. *(July '94)*

RANKING: 39 **AVG. RATING: 8.0**

Working Designs | Sega CD

Popful Mail

This is a side-scrolling action/RPG. The story is very humorous at times with the help of spoken text. The animated cinemas are excellent and quite funny. *(March '95)*

RANKING: 46 **AVG. RATING: 7.75**

Jaleco | Super NES

R-Type III

R-Type III is quite possibly one of the best shooters ever produced. Huge levels, deadly Bosses and an overall difficult game make it an excellent purchase. *(Sept. '94)*

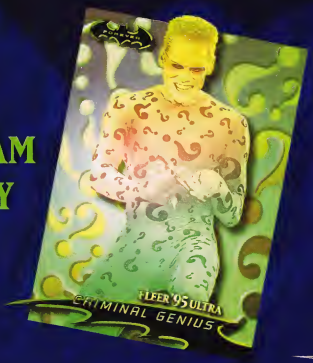
RANKING: 37 **AVG. RATING: 8.0**

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™

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FLEER '95 ULTRA

RANKING: #6

Capcom



Super NES

Mega Man X

As the first Mega Man game for the Super NES, this one blows most other action games out of the water. It has 13 mind-bending levels and lots of secrets to find. If you're a fan, don't pass this one up. *(Jan. '94)*

AVG. RATING: 9.0

RANKING: #7

Interplay



Sega CD

Earthworm Jim: SE

The special edition of Earthworm Jim contains new levels, new music and more great animations. If you don't already have EWJ or just love it, then this is the version of EWJ to get. *(April '95)*

AVG. RATING: 8.875

RANKING: #8

Titus



Super NES

Prehistorik Man

Prehistorik Man has excellent graphics and sound. The control is excellent and the levels have lots of secrets. The hang-glider scene is one of my favorites. The opening scene is hilarious. *(May, '95)*

AVG. RATING: 8.875

Prolific Publishing — 3DO

Return Fire

Return Fire is a great game that has it all: mass destruction, driving, flying, a classical soundtrack and still more mass destruction. It's a great buy for the 3DO. *(Feb. '95)*

RANKING: 26 **AVG. RATING: 8.0**

Konami — Sega CD

Snatcher

Snatcher is a great title for older audiences. An adventure game with nice graphics and an intricate plot, this one is sure to keep you rooted to your seat. *(Dec. '94)*

RANKING: 16 **AVG. RATING: 8.25**

Konami — Super NES

Sparkster

This one has it all: huge levels, large Bosses, outstanding graphics and excellent music. There are plenty of techniques to learn. You won't master this in one sitting. *(Oct. '94)*

RANKING: 33 **AVG. RATING: 8.0**

Bullet Proof — Super NES

Spike McFang

Spike McFang is a huge adventure game similar to Zelda. The twist is that you can pick up partners along the way, but the perspective takes some getting used to. *(June '94)*

RANKING: 22 **AVG. RATING: 8.25**

Crystal Dynamics — 3DO

Star Control II

One of the best games out for the 3DO, Star Control 2 is a translation that surpasses the PC version. Excellent graphics and sound make this an absolute must-have. *(Oct. '94)*

RANKING: 19 **AVG. RATING: 8.25**



SC2 by Crystal Dyna.



SRotJ by JVC

JVC — Super NES

Super Return of the Jedi

All of you *Star Wars* fans look out because Vader's back. This game has excellent graphics and sound, plus some very hard levels that you can't just run through. *(Oct. '94)*

RANKING: 32 **AVG. RATING: 8.0**

SNK — Neo•Geo

Super Side Kicks 2

Here's another great sports game from the guys at SNK. The control is dead-on with intense action. Soccer fans won't be disappointed. Listen to the crowd roar. *(July '94)*

RANKING: 40 **AVG. RATING: 8.0**

Panasonic — 3DO

Super Street Fighter II Turbo

A near-perfect translation for the 3DO with arcade-quality graphics and sound, tight control even on the normal 3DO controller and yes, you can even play as Akuma! *(Jan. '95)*

RANKING: 27 **AVG. RATING: 8.0**



SSF2T by Panasonic



Tempest 2000 by Atari

Atari — Jaguar

Tempest 2000

The best game out for the Jag, Tempest 2000 takes you back to your arcade-hopping days. With a cool, techno score and great graphics, it's a must. *(April '94)*

RANKING: 12 **AVG. RATING: 8.5**

Nintendo — Super NES

Tetris 2

More of the same Tetris fun. If you loved the first, then this is the sequel for you. The two-player Mode is an absolute addictive blast and will keep a pair up all night. *(Oct. '94)*

RANKING: 35 **AVG. RATING: 8.0**

Natsume — Super NES

Wild Guns

One of the best shoot-em-ups for the Super NES. The Two-player Simultaneous Option and very challenging levels make this one a real blast. It's a good product overall. *(Oct. '94)*

RANKING: 34 **AVG. RATING: 8.0**

SNK/Alpha — Neo•Geo

World Heroes 2 Jet

This is another great fighting game for the Neo•Geo. The tons of special moves, excellent graphics and top-notch sound make this one of the best fighters around. *(July '94)*

RANKING: 21 **AVG. RATING: 8.25**

Capcom — Super NES

X-Men

Quite possibly the best X-Men game out there. The characters are detailed and have Street Fighter-type control for their special attacks. This game requires lots of skill. *(Jan. '95)*

RANKING: 49 **AVG. RATING: 7.75**

Sunsoft — Genesis

Zero, the Kamikaze Squirrel

Zero has great graphics with vibrant colors, cool sound, awesome play mechanics and all the moves of Bruce Lee. This is one of the best action carts out for the Genesis. *(Dec. '94)*

RANKING: 15 **AVG. RATING: 8.25**

Average ratings are based on the combined scores of all four Review Crew critics divided by four. Games with identical average ratings are listed in reverse chronological order. Please remember that any resemblance to people living or dead is purely coincidental.

BATMAN™ METAL FOREVER

BATMAN™ FOREVER



LATE MAY 1995

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"Its really impressive...the Jaguar version is the best yet." –EGM
"It has tantalizing innovations and a well-prepared collection of features." –GamePro



SYNDICATE™
"Jaguar strategy fans should be stoked. One of the best Jaguar games."–Game Players
"More than 50 missions of mayhem and mob activity." –GamePro

TEMPEST 2000™
"One of the most intense video gaming experiences ever."–Next Generation
"Further proof that the next level of gaming has arrived."
"This game sets a new standard for intensity."–Die Hard Game Fan
"10–Editor's Choice Gold Award."–EGM
"Best sound and best shooter– all platforms."–Game Informer





DOOM™
"Blows Sega's 32X version away!"
"The best version of DOOM for any home system."–VideoGames
"Doom is a gaming milestone."
"10–a mega hit!" –GamePro

ALIEN VS. PREDATOR™
"A masterpiece and a milestone... AVP scared the hell out of me."–VideoGames
"AVP's graphics are stunning." –GamePro
"Best Jaguar action adventure game." –Die Hard Game Fan
"Jaguar game of the year" –Game Informer & Game Players





ZOOL 2™
"Features superior level design... the visuals are truly gorgeous."–Die Hard Game Fan.
"Zool has everything... once you play, you're hooked." –EGM



VAL D' ISERE SKIING AND SNOWBOARDING™
"My adrenaline is pumping–I'm blown away!"
"The best skiing and snowboarding game ever created."
"The speed at which it moves is what makes it so freakin' fun."–VideoGames
"Graphically, the art is right on."
–Die Hard Game Fan



WOLFENSTEIN™
"The best on any platform, including the PC."
"If you want riveting action, intense graphics, lots of blood and tons of glory, Wolfenstein delivers."
"It's candy for your senses." –GamePro



THEME PARK™
"...a sardonic strategy game that honors the unique design of SimCity and Populus."
"It's worth the price of admission."–GamePro
"Anyone who enjoys designing things is gonna love this game." –Game Players
"Recommended." –VideoGames

ATARI

Game tips and hints: 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. "Includes Jaguar and one controller. ATARI, the Atari logo, Jaguar, the Jaguar logo, Burn Out, Fight for life, Iron Soldier, Tempest 2000, Hover Strike are trademarks or registered trademarks of Atari Corporation. Copyright 1995, Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. Troy Aikman NFL Football © 1994 Williams Entertainment Inc. Tradovest™ and Troy Aikman NFL™ Football are trademarks of Williams Entertainment Inc.

COMING SOON



Iron Soldier™
"The best game of its kind."
"Simulation game of the year, among all hardware platforms."–Die Hard Game Fan
"Gripping first person game with edge-of-the-seat excitement." –GamePro



Rayman™
"The control is perfect and the artwork is phenomenal." –Die Hard Game Fan
"The whole game looks like a cartoon."–EGM

As if it weren't enough having the most killer system on the face of the earth, we created some of the most mind-blowing, head-exploding games in the universe. All you have to do is take one look at what the magazine critics have been saying and you'll know that the Atari Jaguar is where it's at.





Ultra Vortex™
"The graphics in this game are mind bending...the detail is unbelievable."
–Die Hard Game Fan



Hover Strike™
"Hover Strike should blow you away."–EGM
"With 30 fully texture-mapped 3D levels, and two-player co-op mode you simply cannot lose with this game."



Fight for Life™
"Its super smooth graphics... texture-mapped polygons... gives Virtua Fighter a one-two punch."–VideoGames



Burnout™
"Redefines the term hi-octane. The fastest motorcycle racing game, bar none."–VideoGames



Cannon Fodder™
"Detailed and ultra colorful...original and just plain fun to play."–Die Hard Game Fan
"War has never been so much fun!" –EGM

JAGUAR 64 - BIT
DO+THE MATH
INTERACTIVE MULTIMEDIA SYSTEM

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GAMING GOSSIP

Release date for Ultra 64 ... Virtua Fighter 3 in development ... Saturn is pricey to manufacture ... Tokyo Joe? ... 3DO working on a secret machine ... Hudson's new cart design ... Visit Nuke ...

... Time to step into the gaming batter's box and get the Q-Minator out onto the field. Yours truly has been spending his time spying into the dugouts of the big three this month for the straight scoop on the biggest mysteries surrounding the fall flood of new game systems. While the Q failed to bat 1.000, he did manage to boot a couple out of the park. ... Nintendo is loading up their marketing machine and they plan to throw some high heat beginning next month to brush Sega and Sony back from the plate. Look for the big "N" to play a little bit of chin music with an awesome collection of games that will be released with the Ultra 64. ... Nintendo may become king in Japan with this next bit of news: Seems Square is readying Final Fantasy VII in Japan for the Ultra 64 and the game will be launched when the system is released sometime in late November on their side of the puddle. Rumor has it (Nov. 23) is the day over here, but that might even change to late September or early October along with a price change to keep pace with the S&S Music Machine. Some are suggesting the Ultra could go as low as $199 down from $250, though the Q would like to warn that this bit of info could not be confirmed. If they do that, sources are suggesting some companies with sharp claws and another company with a fetish for implementing three-dollar surcharges to developers could take action against Nintendo. To go along with Final Fantasy VII, Nintendo will also have a Mario and a Zelda game ready shortly after the system is launched. They're banking on strong performances from Killer Instinct, Cruis'N USA and Pilotwings 2 (working title) to take up the rest of the slack. ... LucasArts is also working on Rebel Assault 2, Dark Forces and possibly even a new version of Maniac Mansion for the Ultra. ...

... Sega and Sony have done well in Japan to step on each other's toes and prevent each other from gaining what is called in the business "critical mass." In Japan the magic number is 3 million and both the Sega Saturn and the Sony PlayStation are rumored to have only now clipped the 500,000 mark. Virtua Fighters 3 is being worked on in Japan, but it won't be ready by the end of this year unless they solve some of the bug problems designers are having with a new system board code named "Model 3." ... While at Sega's base, the Q-Mann can say that Sega arcade developers are working on Sega Rally over in Japan. This Daytona-type racing game is being created by the same Namco designer who worked on Ridge Racer. Sega hired him away from Namco to specifically work on Sega Rally and give the company a comparative product (i.e., less slowdown). ...

... Talking to my Q sources, yours truly has heard that Sony did a good job of engineering the PlayStation and that it costs them in the high $200s to deliver in the box. Rumors have the realistic price for the PlayStation clocking in around $350, but Sony is a big company that has hinted to some analysts that the launch of the PlayStation will carry a marketing budget higher than the Walkman or Trinitron TV. ... Sony also intends on flexing their marketing muscle with some innovative marketing ideas including collectible memory cards. Sony is planning on making the memory cards the POGS of the 21st century. Companies are even planning to jump on board, putting designs and game characters on the outside of the cards and possibly even packing them in with their games. These memory cards will also be sold separately and have codes and cheats for the games that can be plugged into your PlayStation that alter the look, feel and play of the game (imagine an MK3 upgrade that changes characters and secret moves for a fraction of the price of a new disc!!!). Sony of Japan has some people already hard at work in their R&D department and they are looking five to 10 years down the road like they do with all of their high-end electronics. They have developed a video compression technology that will make the best full-motion video games the Q's eyes have ever seen. ...

... Switch-hitting to the Sega Saturn, all the Q has to say is it's one expensive mother to make, with a rumored bill of goods flying over the $360 fence. The Mann hears that's mainly because of the five different chips that come to the Saturn courtesy of a cadre of different companies. Hitachi and JVC are two of the sources supplying the brains that are likely to force a price tag that settles in around the $399 region. ...

... Williams is hard at work on a new fighting game code-named "Tokyo Joe." They're planning on making the game come off like a live version of Virtua Fighters using digitized instead of polygon graphics. They're using some of the same actors that have surfaced in Mortal Kombat 3 and are adapting their skeletons using SGI workstations to render new character "skins" that show various views of their skeletal structures. ... ID Software is working on a specially designed version of Doom for the Sony PlayStation. ... Catapult, those masters of the modem, are also working on a version of the Catapult modem that can interface with the PlayStation. Could we see Doom players connecting to the service to face off using their PlayStations from across the street or across the country? ...

... 3DO is said to be working behind closed doors on a secret machine that will blow away the Ultra 64, PlayStation and Sega Saturn. The Q hasn't personally seen anything yet and talk is cheap, specs a dime a dozen, and the only true test for any of the new systems will be game play and performance. Nintendo will be putting the Ultra 64 on display at the big dance called E³ in Los Angeles and the King of the Q will be there for the scoop. ... Speaking of E³, Interplay will be showing off their VR sports lineup for a variety of systems behind closed doors. Look for everything from baseball and basketball to hockey and football. ... Sports Sciences, those heavy hitters who brought us Batter-Up and Tee V Golf for the Super NES and the Genesis, are stepping up to the plate and planning on similar devices for the PlayStation, Sega Saturn and Ultra 64. I'm also hearing they will be expanding their lineup to include a new digital steering wheel for Saturn and PlayStation racing games. ... While we're on deck, the Q tips his hat to Crystal Dynamics who have some of the most incredible sports games ever to hit a home machine ready for the super systems at the close of the '95 season. ...

... Saving the best for last my Cracker Jack-eating friends, the Q has heard that a move that will get some major air in the industry is about to happen. Hudson of Japan has developed a new cartridge for use with the Super Famicom (Super NES). This new PLG cart, as it is being called, will be able to store substantially more data on a standard 16-Bit cartridge without adding any additional cost. The new cart will be capable of storing up to 100-megabits of data. ... Till we venture into the land of the free and the home of the Q next month, the Mann has his gossip hat on and bags packed. While my next stop is Los Angeles, I want all my on-line friends to hunt up the incredible new *EGM* Web Site found inside the NUKE Internet Interface at www.nuke.com. Check it out. ...

- QUARTERMANN

Get the game or the short, fat, green guy buys it!

BRAIN DEAD 13



MEETING OF THE MINDS!



SHOCKING!



SUSPENSE, DRAMA, INTRIGUE!



AWESOME ANIMATION!



THE LADY IS A VAMP!

DODGE HOOKS, EVADE THE ALWAYS WELL-ARMED **FRITZ**, AND HUNT DOWN THE EVIL DR. NERO NEUROSIS AS YOU RACE THROUGH HIS TWISTED CASTLE. BUT ALWAYS KEEP AN EYE OUT OR THIS EXPLOSIVELY INTERACTIVE EXPERIENCE WILL BLOW YOUR MIND!

WARNING:
Extreme Cartoon Violence!

No cartoon characters were maimed or mutilated during the making of this game.

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Next one to call them "cute" gets a fireball in the butt.



What's that smell? Oh, it's your butt. Sizzling, **scorched** and smoking. You made the tragic mistake of thinking Kirby's new buds were harmless stuffed animals. Man, were you burned. This is **Kirby's Dream Land 2®** for Game Boy® and Super Game Boy®, and you're in the **hot seat.** Kirby's scraped under the desk of the animal kingdom and come up with a handful of down and dirty allies. They may look adorable, but they make Kirby **deadlier** than ever. Meet the owl that slings boomerang feathers. Shake fins with a fish that lets Kirby swallow under water. Kneel before the hamster that coughs up **white-hot** spheres of justice. "Cuddly"? Hardly. So hike up that asbestos underwear and watch your language.







Nintendo®



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GAME BOY
KIRBY'S DREAM LAND 2
Play it loud

SPECIAL FEATURE

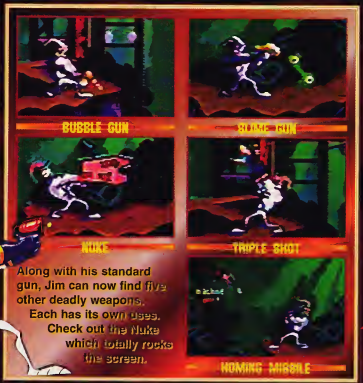
David Perry and the folks at Shiny were nice enough to give us a sneak preview of Earthworm Jim 2. With more levels, better graphics and a twisted story line, EWJ2 looks better than the original. The pictures you see here are of the Super NES and Genesis versions that are only 20 percent complete. Many things could change from now until you can get your hands on it.

EARTHWORM JIM 2

EWJ2 takes Jim on a quest for enlightenment on the Planet of Monsters. Much to his dismay, Psy-Crow is back to cause trouble. The crow has taken Peter Puppy's pups and is about to marry the princess. What's a worm to do? It's better than the first!





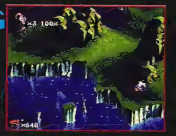


Along with his standard gun, Jim can now find five other deadly weapons. Each has its own uses. Check out the Nuke which totally rocks the screen.

COMING SOON

Earthworm Jim once again takes to his rocket ship. This time he's stuck in a shooter!







THIS VERSION IS ONLY 20 PERCENT COMPLETE



BOUNCING PUPS

To distract Earthworm Jim, Psy-Crow has decided to throw Peter Puppy's pups off a three-story building. You must save the litter of space pooches by using your giant pillow of love to break their fall, and guide them safely to Papa. Don't let them splat, or else!







LAWYERS

One of the most hellacious levels Jim finds himself in—he must battle the paperwork of 1 million lawyers. Files and cabinets are everywhere, along with some very nasty traps. Can our hero make it past all of the red tape and paperwork?

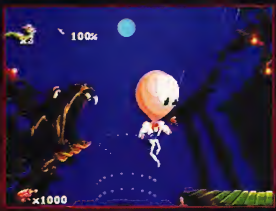




CARNIVAL

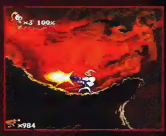
It seems that Evil the Cat has taken a vacation from Heck for a while (doesn't everybody?), and he has created a gruesome funhouse. Ride a skeletal roller-coaster, and inflate your head to get past Evil's tricks. You'd better have your game-playing skills at their max, or you'll never get through.















Up ahead Jim gets turned into a blind salamander, brought back to Heck and he still has to rescue Princess What's-Her-Name. Will Jim prevail, save the girl and get a new job? Play Earthworm Jim 2 and find out!

THIS VERSION IS ONLY 20 PERCENT COMPLETE

YOU PLAY it UP iN YOUR ROOM This Week...



Hey, every baseball game says they're the best. That's no big deal.

But only one baseball game has The Sporting News say it.

That, sports fans, is a big deal!

Hudson Soft and The Sporting News have teamed up to bring you the first 4- player baseball game; the first game that lets you play day games or night games, in a ballpark with grass or under a dome (there's even a fantasy field to choose); the first and only game where you can draft and field actual big league players, legends from the past or insert players you make up. You can even name yourself as a starter. There's also a Homerun derby, an All-Star game, and a battery back-up that lets you watch or play a 162 game pennant race.

The Sporting News BASEBALL from Hudson Soft.

Looks, feels, plays, and gets sports page coverage like the real thing.

HUDSON GROUP HUDSON SOFT®

SUPER NINTENDO

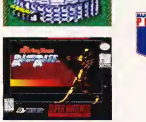
IF YOU BEAT 'EM BAD ENOUGH IT JUST MAY BE GOOD ENOUGH FOR THE SPORTING NEWS!

Videotape the final score screen from your best game and send it to:
Hudson Soft
400 Oyster Point Blvd.
Suite # 408
South San Francisco,
CA 94080-1921



THE ONLY BASEBALL VIDEO GAME SO DARNED AUTHENTIC, THE





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MAJOR LEAGUE BASEBALL PLAYERS

The Sporting News BASEBALL

SPORTING NEWS PRINTS THE BOX SCORES.

SPECIAL FEATURE

exploring M2

a closer look at 3DO's newest technology

M2 SPECS

Highlights

•10 custom coprocessors
•528 MBytes per second/Bus

CPU

•Power PC 602
•66 mHz RISC
•Instruction/Data Caches—64-Bit total
• floating point math capability, 132 MFLOPS

Memory

•48 Mbits (SDRAM,ROM)
•64-Bit Bus
•cache coherent memory system

Graphics

•resolution 640 x 480 and 320 x 240 x 24 or 16-Bit color depth
•full-motion video: MPEG-1 video built-in, MPEG engine supports JPEG decompression

Sega and Sony have been capturing the majority of the headlines in the last few months with the Saturn and the PlayStation.

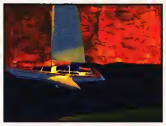
Nintendo has also been keeping a tight lid on news regarding their Ultra 64 plans.

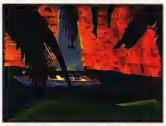
Meanwhile, 3DO has been chipping away at the current 16-Bit market and working on a new technology they call M2.

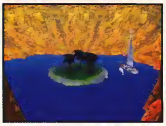
3DO and its publishers have been working together releasing unique and innovative titles that have become a viable option for gamers.

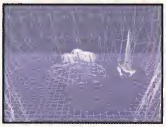
Now the entire gaming industry is buzzing about 3DO's M2. The main reason 3DO is attracting so much attention is because everyone else in the business is making their users buy new machines—asking them to upgrade their existing gaming libraries for the third time in less than a decade.

"We have provided an upgrade path for their consumers. The trump card that we're playing is the step up in technology to the M2 without having consumers trash their current software libraries," said Bob Lindsey, 3DO's senior vice president of marketing. What we're doing is protecting the investment of those consumers who are already part of our installed base. Consumers are realizing that if they buy a game or a peripheral for the 3DO today, they will be able to use it even after the M2 technology becomes available."









Here are some of the graphic effects the M2 will create.

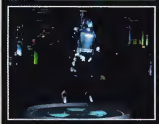
While Sega and Sony launch their systems with their first generation of hardware for both of their new platforms, 3DO and its developers are working on their third generation of software titles. Accompany that with the new M2 technology, with its enhanced graphics and rendering capabilities, and developers and the gaming public are sitting up and taking notice of 3DO.

The engineering work for the M2 is being done in Redwood City, CA, at 3DO's worldwide headquarters.

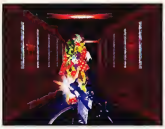
According to a 3DO spokesperson, the M2 technology will provide seven to 10 times the performance of any of the new 32-Bit systems.

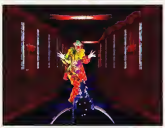
"We rate performance in many different ways. One of the ways is to look at the performance speeds of our CPU and those of the other systems. One of the good rules of thumb we've actually been able to confirm is polygon performance. With the M2, we can generate 1 million polygons per second and 700,000 polygons per second with the graphics features turned on," said Omid

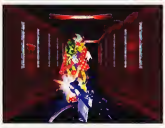












Kordestani, manager, 3DO platform products group. "Based on some feedback we have received from developers who are working on games using the PlayStation development system, they're seeing performance numbers somewhere around 75,000 to 90,000 polygons per second."

Video quality using the M2 technology will be dramatically improved on future full-motion video titles made using the new technology.

"We have the technology; now our initial thrust is to develop an accelerator that attaches to the side of the current 3DO system to upgrade the performance of the 3DO to the 64-Bit architecture level. In time, it could become a stand-alone unit. Right now it plugs in as a separate unit," Lindsey said.

When the 3DO was originally launched, there were some problems in a number of areas that stalled the momentum of the system.

"There are a couple of things that separate this launch from our earlier 3DO launch. We now have a mature operating system and a mature set of development tools. So we're rolling those forward to the M2 platform," Lindsey said. "Early feedback from developers is very positive and a good number of these tools can be ported over and used to make games for the M2. We've been able to use the power of the system and build some new tools to take advantage of the M2 from the ground up. There should be no compatibility problems. The M2 will be a much more stable and a more complete product than the 3DO was during its first-generation roll-out."

3DO also plans some new expansion options using the M2 architecture—one will be the "3DO card slots." These slots will give gamers the ability to save games by using storage cards, similar to those being used by Sony for the PlayStation. The cards will allow you to save your progress in a game.

"Consumers are feeling good about purchasing our current software titles because they know these same titles will run on the upgraded M2 system. Developers will feel good about making games for the M2 and the current 3DO standard, because their investment will also be safe," said Omid Kordestani of 3DO.

Gamers will see the new M2 peripheral released sometime before the end of the year.





Studio 3DO will develop exclusive titles for the M2 system as well as for the current 3DO. Blade Force, above, and Killing Time, left, will be two titles that will be available this summer.

3DO will launch the M2 by the end of this year. 3DO, Goldstar and Panasonic will combine their resources for an aggressive launch, so by that time, over 250 titles will be available for the M2. At launch, 3DO will be focusing on key arcade hits—they learned their lesson from the initial launch of the 3DO system. There will be four native blockbuster arcade hits and 10 other titles available shortly after Panasonic or Goldstar launch the M2.

"It's a huge engineering effort, and we're not going to go as far and wide in terms of our licensing strategy to start with. We're going to focus it in to get to the drive titles of the business, with the major arcade titles and with companies who we know can drive the system with original development."

3DO wouldn't comment on whether Mortal Kombat 3 would be coming for the M2, and they offered nothing further on NBA Jam or any other hockey or baseball titles rumored to be in the works. Acclaim recently announced they are watching the M2 technology closely.

No one is sure what the cost of the M2 will be—some are suggesting between $149-199. 3DO won't confirm nor deny any price point at this particular time.



Theater-quality sound, texture mapping, destination-based rendering and Gouraud shading will offer a wide variety of unique playing experiences for gamers who choose 3DO's M2 technology.













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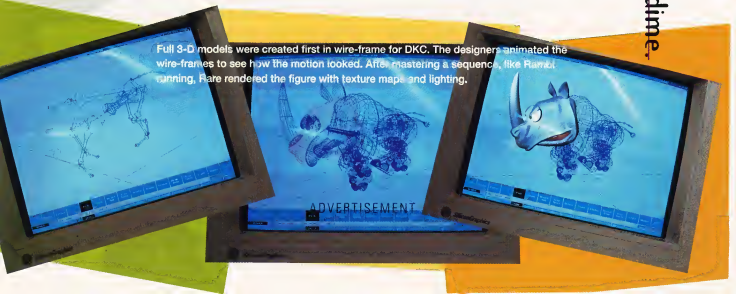
These high-end graphics with their millions of colors were converted to the Super NES palette using a process called debabelizing.

How to boost the performance of your video game system without spending a dime.

At Nintendo, engineers and game designers continually work to enhance Super NES games from the inside out. Stunning new games such as Donkey Kong Country use innovative programming techniques while other games actually have new hardware technology like the Super FX chip built into the Game Pak. You don't need to buy an expensive adapter to play them, either. In fact, with games using ACM, or the FX^2 and SA1, gamers won't have to pay an extra dime for the innovations.

ACM: The Magic In The Machine

So what is ACM? It's a technique in which all the graphical elements of a game are created on high-end, 3-D graphics computers like the SGI Challenge, then converted to run on the Super NES. The team at Rare spent more than 18 man-years creating the animations and backgrounds for DKC. Then they converted the images for the Super NES in a process called *debabelizing*, which reduced the rendered images from millions of colors to 256 or less. By working from the high-end down, Rare achieved a new level of graphics for video games. Tim Stamper, DKC's designer, sees the future like this, "From now on, everyone will have to live up to this game."



Full 3-D models were created first in wire-frame for DKC. The designers animated the wire-frames to see how the motion looked. After mastering a sequence, like Rambi running, Rare rendered the figure with texture maps and lighting.

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SUPER FX 2

The latest upgrade of the Super FX chip—the FX²—fits inside a Super NES Game Pak and is capable of manipulating more polygons, more texture mapped surfaces and more sprites. The RISC (Reduced Instruction Set Computer) chip even calculates pixel-by-pixel terrain maps on-the-fly (as in Nintendo's upcoming title, Comanche) to create more dramatic 3-D effects than were possible with the original version of the Super FX.





In Comanche and Dirt Trax FX, from Electro Brain, you'll see far more texture mapping and scaling sprites than in the original Super FX game, Star Fox. According to Jez San of Argonaut Software, the FX² can display 20,000 polygons per second, which is comparable to a high-priced 3DO system.



ACM doesn't require any adapters or special hardware for players, but it does require millions of dollars worth of equipment for game developers. The Challenge Computer at Rare is just one of the Silicon Graphics super computers that were used to create Donkey Kong Country.

The SA1

The most recent breakthrough at Nintendo is the Super Accelerator co-processor. The SA1 fits inside Game Paks like the FX², but the SA1 is a processor like the CPU in the Super NES Control Deck. It can access memory in the Game Pak and work directly with the CPU to provide enhanced graphics, processing speed and arithmetic functions. It runs four times faster than the Super NES CPU, improving performance by up to 500%. That translates into games with more realistic animation and 3-D environments.

DOLLARS AND SENSE

Sega says they want to ease gamers into the next generation, but they're asking $150 for the 32X and Saturn will cost more than twice that. In the meantime, you can spend another hefty chunk on Neptune—the all-in-one 32X/Genesis hybrid. What's that for? To ease you from the 32X to the Saturn? Maybe Sega should ease up on your wallet instead?

Gamers want better games today for the systems they already own. A system add-on or plug-in is expensive and you can't update it. In other words, you're stuck with it. Nintendo's solution makes real sense: upgrade the Game Pak and the software inside with innovations like ACM, the FX² and SA1. As technology improves, so do the games. For no extra cost...and no gimmicks...you can play the next generation of games on your Super NES.

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SPECIAL FEATURE



Based on the upcoming summer movie starring Sylvester Stallone, help Judge Dredd unleash his unique brand of justice.

HERE COMES THE JUDGE



FROM THE COMIC PAGES TO THE MOVIE AND GAME SCREENS

Based on the United Kingdom's cult-favorite comic-book character, Judge Dredd has been transformed from comic-book superstar, to movie star, to video game star. The Judge is now starring in his own games on the Super NES, Sega Genesis and soon on the PC CD-ROM. Here's a look at the vehicles and weapons that this cult hero uses as he is forced to be the judge, jury and the executioner.



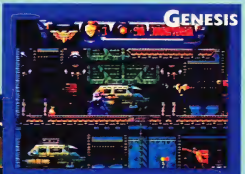


Several challenging levels with hidden weapons are yours to find. They will help you bring justice to Mega-City One.



The game and the movie take place in the post-apocalyptic 22nd century, and Judge Dredd is the most feared lawman in Mega-City One, which has a population of over 400 million citizens, each one a potential criminal.





Besides the weapons, there are a number of cool vehicles you will encounter in the game, but beware—some are deadly.

THE VEHICLES OF THE JUDGE

The Lawmaster motorcycle is what Judge Dredd rides when he travels around Mega-City One dispensing his own brand of justice throughout the movie. In the game, he drives the vehicle in one of the 12 exciting levels. Eight levels in the game are based on the movie; the remaining four levels are based on the comic-book series.



AWESOME GAME PLAY WITH WEAPONS AND ADVENTURE



As you make your way through the game, you will encounter members of the Angel Gang, including Link and Junior as well as the ABC war robot—he is one huge Boss.



Not only is the ABC war robot huge, he's loaded with weapons to use on Judges, and his main foe is Judge Dredd.

The ABC war robot has quite an arsenal, including Atomic, bacterial and chemical weapons he can use when the time is right.



HIS OWN VIDEO GAME



There are lots of challenges, unique game play and plenty of deadly excitement in this game.

THE NASTIES OF JUDGE DREDD

The Earth has spawned all kinds of threats to justice and members of the Angel Gang, led by "The Reverend" Angel and Mean Machine (top right) are among them. Early in his life, Mean's father kidnapped a surgeon from Mega-City and forced him to replace Mean Machine's right arm with a metal claw. A metal dial that is linked directly to his brain was also implanted in his forehead to keep him mean, nasty and depressed.







THE HEAVY FIREPOWER OF JUDGE DREDD



Here are some of the weapons in Judge Dredd's high-powered personal arsenal. In the movie, Judge Dredd's voice-activated commands can change any one of the weapons to a heat-seeking missile launcher.







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ARCADE ACTION

HOT AT THE ARCADE

FACT-FILE

Magical Twinbee
By Konami

CPU:
Not available at press time

Sound:
Not available at press time

Multiplayer Mode:
Two-Player

Save Options:
None

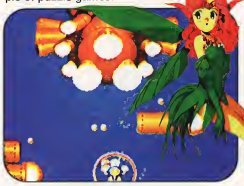
Other Notes:
The newest game featuring your favorite Parodius characters!

Release Date:
Not available at press time





Twinbee made his first appearance in the now-classic shooter called Parodius. Afterward he had a couple of self-titled games on the Super Famicom as well as a couple of puzzle games. Winbee, plus it has some of the coolest options available in the Twinbee series. It is, however, a possibility that this game won't be released in the States, since the Super Famicom made for kids, but as anyone who's played Parodius would tell you, a humorous theme does not necessarily mean an easy shooter. Perhaps we will see a conversion of Twinbee for the





Now here comes Magical Twinbee with, no doubt, the best graphics of any in the series. The game brings a whole new cast of characters together with Twinbee and cartridge is the only way of getting the older shooter. Twinbee never really got the chance to make over here, but if given a chance, it would do pretty well. The enemies and characters are cutesy, as if they were hot, new PlayStation system since they already did an excellent version of Parodius. For now, all you can do is hope to see it in your local arcade in the future.





Parodius was one of my favorite shooters (and I don't like shooters) for a long time because it had the feel of a great engine (the *"Gradius"* engine), along with excellent humor. Twinbee features a cutesy character and has you travel to its universe. I think the game looks excellent, and the music is supposed to be just as good. None of this is confirmed, however, as it may not come here. If it does, it's possible some features will be changed for the American audience. However, with four characters to choose from and the same humor found in the legendary Parodius series, it is sure to be a hit. It's also important to remember this game is only in the works for these shores.

— Mark Hain

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The night has
a thousand eyes,
And the day
but one;
Yet the light
of the bright
world dies,
With the dying sun.
-Bourdillon

#7

MK3. The Arcade Game.

ARCADE ACTION

FACT-FILE

BAKU BAKU

CPU:
Unknown
Sound:
Yes!
Multiplayer Mode:
Yes
Save Options:
Unknown—probably not.

Other Notes:
Won't reach our shores for a little while. It's a new release in Japan.

Release Date:
Not available.

Something noticeably missing from the arcade scene these days is puzzle games. The puzzle genre, which is not very popular in America, enjoyed a brief spotlight when Tetris hit the scene. Tetris was followed by Klax and Ataxx, but by then the genre was already fading into oblivion.

The Japanese market, however, has always been receptive to puzzle games, and they are sending us their latest. It's called Baku Baku, and it combines fun and colorful graphics with challenging puzzle action.

The home market has received most of the attention from puzzle gamers, as Wario, Kirby and Dr. Robotnik have each made an offering to the genre. Hopefully, Baku Baku will make a strong showing here, proving that American arcade gamers enjoy something other than fighting games!

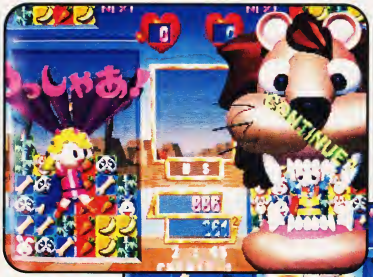
—Jason Morgan

One thing that you can say for Baku Baku, it sure is unusual! Using animals and fruit instead of the traditional blocks or beans, Baku Baku has a quirky, offbeat style that the Japanese are famous for. The exact mechanics of the game play are not available at this time, but as you can see, it has a Tetris-like format with items dropping from top to bottom. The graphics certainly look impressive and look similar to the images and backgrounds used in the Silicon Workstation-based Donkey Kong Country.





Baku Baku



Whoa! Looks like if you lose, you get eaten by a lion! Let's hope your opponent won't be better at aligning fruits and vegetables than you are. Pop in some more credits and continue where you left off. Even if you get eaten, maybe you can garner a higher score.



Seems as if we've got a spectator. Maybe the princess in the window is a prize for the winner? If that's the case, I'd have to say that the player on the left should lower the lights and chill the champagne. It seems as if the player on the right has more bananas than in a ape's dream!

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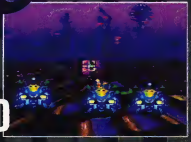


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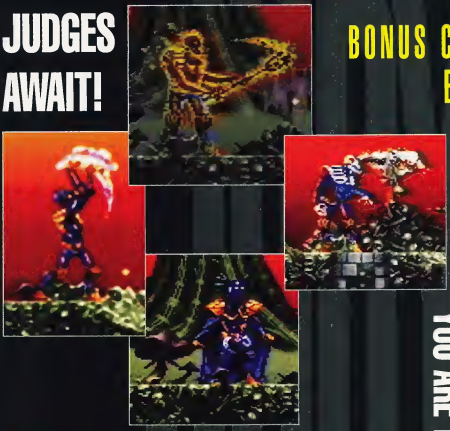
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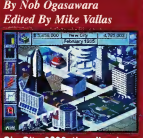
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INTERNATIONAL NEWS

Hota gang, keeping your thumbs busy? Great games such as Namco's Tekken (PSX), Square's Chrono Trigger (SFC), Banpresto's Super Robot Wars IV (SFC) and Sega's Daytona USA (Saturn) have just been released. However, with so many new titles being announced, I've been too busy on the phone and on the go to keep up! Some promising titles (other than those shown here) include V-Tetris for Virtual Boy from Bullet-Proof, Alien Trilogy for both PlayStation and Saturn from Acclaim, Enix's Tenchi Sozo, the latest SFC action RPG from Quintet who produced Illusion of Gaia plus too many more to shake a limp, wet noodle at! So here's what we've got to show, and do check us out in EGM² for more!

By Nob Ogasawara
Edited By Mike Vallas



SimCity 2000, the city simulator for aspiring mayors and dictators, is on its way to the Saturn by Imagineer!

Square of Japan

Seiken Densetsu 3

Super Famicom		Unknown Release
RPG		Unknown Price

This is the highly anticipated sequel to Secret of Mana. (The original SD was on the Game Boy.) The game system appears to be unchanged, but this time you choose three characters out of six as your team. Each are from different countries and have unique abilities. Depending on which characters you choose, you get to see the story from different perspectives.



Just like last time, it will be three-player compatible! It is also known that Flammie, the winged dragon, will return!





The Sequel to SECRET of MANA



Once again, Square is about to wow the crowds with another beautiful masterpiece!



Check out EGM² for a killer two-page Fact-File with maps, characters and lots of pix!

Note about Seiken Densetsu 3 to those the easily confused. This is NOT Secret of Evermore, people! Nor is Secret of Evermore Secret of Mana 2. That's right—SoE is a stand-alone title by Square of America. So now you will have two titles with Mana style action—one of which is the sequel!

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Zoom of Japan

Zero Divide

PlayStation		1995
Fighting		Unknown Price





Being robots, the characters have several weapons.

Here's a great-looking, 3-D polygon fighting game for the PlayStation. The setting is a cyberspace arena where software comes to life as deadly warriors representing world powers. Because of the VR setting, the fighters are not limited to humanoids.

There are four humanoid fighters including a ninja-type program. These are joined by a cat-type program, a four-armed alien, a fire-breathing dragon and even a scorpion. With changing viewpoints and zoom effects, Zero Divide will be a cool sight.



ZD looks promising, but will it be as good as Tekken or TSD?





Like many other poly games, you have various shifting viewpoints.



Imagineer of Japan

Mr. Do!

Super Famicom		June
Shooting		¥5,980



The addition of a Two-player Mode makes this classic game that much more fun!



The 13-year-old arcade classic has been remade! If you're too young to remember, the object is to control Mr. Do! and collect all the cherries on the screen or kill all the monsters.



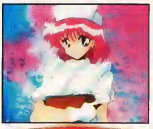


Similar to Namco's Dig Dug, this classic has you dropping apples on monsters or tossing balls at them.

Imagineer of Japan

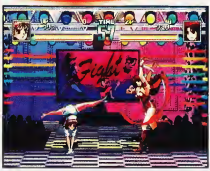
Pretty Fighter X

Saturn		June
Fighting		¥7,980





The all-girl fighting game that first appeared for SFC is returning as another brawlfest with new characters and tasty anime-style cinemas. The cast includes a high school girl, nurse, stewardess, policewoman, judo wrestler, nun, disco queen and more. An added plus is the use of top-ranked anime voice actors.

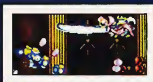






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INTERNATIONAL OUTLOOK



Konami of Japan

Gokujyoh Parodius Deluxe Pack

Saturn		May
Shooting		¥5,800

The hilarious, two-in-one shooter combo that was released for the PlayStation is now coming to the Saturn. For this version, Konami claims to have eliminated the problems that were in the PSX version, such as slowdown, CD access (before encountering Bosses and at new stages), plus sprite drop-out. Although goofy looking, this is still one of the most nail-bitingly tough shooters out there.







Konami claims that there won't be any slowdown.



Well, you don't see this on battleships everyday!

Sony Computer Entertainment of Japan

Arc the Lad

PlayStation		June
RPG		¥5,800

SCE's first RPG is actually made by G-Craft, the team responsible for producing Square's Front Mission.



The game style is a hybrid of war sim and RPG. Fans of Shining Force should check this title out.







Sega of Japan

Shin Shinobi-den

Saturn		June
Action		¥5,800

Our old friend is back for more chopsocky—this time with digitized graphics. The game style is close to that of the Shinobi 3 with the usual sword-and-magic action but with vastly enhanced graphic effects. Besides the *shuriken* attacks and spells from past games, new techniques have been added like the ability to smash back weapons thrown by enemies. Wild, Cinepak live footage adds to the impact of this silly game!











Don't be fooled by digitization; this will be as intense as the originals!



Well, you have to admit—with scenes like this, you're sure to sell a whole lot of PSXs! Let's hope the story and game are just as good!

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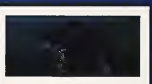
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INTERNATIONAL OUTLOOK



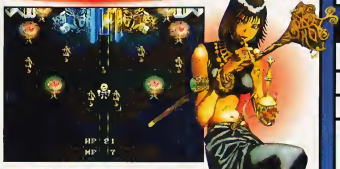
Enix of Japan

Mystic Arc

Super Famicom		July
RPG	SUPER FAMICOM	Unknown Price

From the team that brought you 7th Saga and BrainLord comes this brand-new RPG. (This might be released on the Super NES as 7th Saga 2.) The tale is set in seven worlds linked by an island that is the portal to the "real" world. You play as a warrior who must do battle in the seven worlds to emerge into the real world. Your task: Find the seven arcs that can be used to bring figures to life as companions. A 23-Meg masterpiece!







Very similar in style with 7th Saga combat, eh?



Just like 7th Saga, you have a radar-type map to use.

Ving of Japan

Night Striker

PlayStation		May
Shooting	PlayStation	¥6,400

The 3-D arcade shooting game from Taito is coming to the PSX! Your craft is a flying hovercar that can transform into a humanoid mech in certain situations. Your job: Shoot anything and everything that moves! The Arcade Mode is joined by an intense Time Attack Mode that will put aces to test with a screen full of hostile projectiles and enemies!







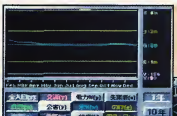
Imagineer of Japan

SimCity 2000

Super Famicom		May
Simulation	SUPER FAMICOM	¥12,800

The highly complex, urban development soft is coming to 16-Bit courtesy of HAL Laboratory. The interface has been altered from the original PC version. No need to worry, though! The basic elements of the award-winning sim have not been altered. Imagineer also promises the addition of new features that are exclusive to the SFC version!





You have several graphs to see how your city is developing (or declining) and 12 items to view.

It is also possible to view only selected portions—making it easier to build roads and other zones.





In this game, you can zoom in and out of your city for better viewing preference, plus there is also the monthly newspaper that reports on events and general feelings in the city!



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PLAYSTATION

Jumping Flash!

If you are just expecting another variation of full-polygon Doom, get ready for a surprise! Jumping Flash! combines typical 3-D polygons with a first-person, platform-leaping game! You are the pilot of a goofy robbit and are armed with different lasers that will help you reach the goal of each level—collecting the four big carrots that open up the exit. The fun part is that you can learn (visual approximation) 20 feet into the air to get to items!

PLAYER'S NOTES:

FIRST IMPRESSION

very silly looking. As you start to wander around, you feel like you are in a polygon Doom-style game. That is, until you jump! Once you start up with that ability, the game then becomes an original and a cool visual blast!

BEST FEATURE

Well, I'm sure that's a tough one! Definitely the Super Jumping! Just seeing yourself go 20 feet into the air, then landing on high objects or hapless enemies is extremely fun indeed!

WHAT'S MISSING

Larger levels would have been a definite plus. But don't take it the wrong way, they are still adequate enough to provide a challenge (and some quirky fun, too!)

WILL YOU LIKE IT?

Hard to say, really. Some (like me) will love the silly atmosphere and the spectacular super jump ability. However, that gimmick may get old quickly. Some may just get motion sickness! —*Mike Vallas*

FACT-FILE

THEME	Action
DIFFICULTY	Moderate
TIME TO COMPLETE	Short
MEG SIZE	CD-ROM
BATTERY BACK-UP	N/A
# OF PLAYERS	1
AVAILABLE	Now
% COMPLETE	80%

DEVELOPED BY:
Sony Computer Entertainment of Japan

PUBLISHED BY
Sony Computer Entertainment of Japan













You can hold up to three special weapons, of which there are several.





Besides your blasters, you can land a smashing blow from a super jump!

A BIZARRE ASSORTMENT OF ITEMS TO BE USED



Level exit carrot item.



Super blast bombs!



A constant laser blast.



This puts a still on time.



Maxes out your health.



The final exit platform.









STAGE ONE-ONE THE SIMPLE PLAINS





Though it looks like a giant miniature golf land, this place holds high-bounding enemies and turret guns. Get used to your abilities here for the future.



It's a land that holds leaping frogs in top hats, warthogs with cannons and floating platforms on which to leap.





STAGE ONE-TWO VOLCANIC LANDS





You are about to enter a cool-looking level! Surrounded by fading fog, you must bound over lava pools and onto the toadstool objects dotted about.



There are dragonfly-like creatures to dodge, as well as hanging spiders—and the ever-present volcanoes!





FLYING DRAGON BOSS!





This big gun will pummel you with streams of fire breath, and can take to the skies to attack you from above!



MORE KRAGELAR LEVELS AWAIT!







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NEXT WAVE

MOST WANTED ACTION

The Cybster returns...

Okay, I know you've heard me talking about the E³ show and about all of the latest systems that will be featured there. Well, this Next Wave section is an E³ preview. Yessiree, along with the infamous Cowboy (who stays crunchy in milk ...), we've managed to dig up the tastiest tidbits to hit the video game market.

First off, the PS-X and the Sega Saturn will be receiving Cool Spot Goes to Hollywood (Virgin Interactive) and The Journeyman Project (Sanctuary Woods).

Better yet, the first shots of Earthworm Jim 2 (only 20 percent complete) look like a lot of fun.

Dracula X will be on its way to the Super NES. Look for original versions of Castlevania for the PS-X and the Sega Saturn.

I guess I'll be stuck working on the E³ guide now. Someone help me.

Robotech To The Rescue!

For the first time in the States there is a game based on Robotech. Relive the battles between Earth's forces and the war-like Zentraedi. Robotech is being released by Gametek exclusively for the Ultra 64. The graphics are rendered smoothly and depict the Veritech fighters and the Battle Pods in startling detail. Pilot your transformable Veritech against the enemy forces and fight for your life.

Robotech is on its way!



Robotech (Gametek) will be one of the first Ultra 64 games.

Virgin Interactive

Spot Goes to Hollywood

PS-X/Saturn	Action

The Cool Spot series continues on the 32-Bit systems. Both the PS-X and the Sega Saturn will be receiving Spot's latest endeavors. This time Spot travels to Hollywood, and he has to journey through several themed lands, like the Pirate Ship and the Ruins.

The screen is viewed from a diagonal perspective with the action coming at you straight on. Along with the brand-new systems comes hot new graphics, smooth animation and terrific sounds. Just look at the pictures featured here. This game looks outstanding!

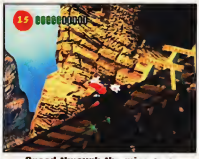
If you enjoy action games, Spot Goes to Hollywood should be a winner. If you thought the first game was cool, than this will blow you away. The Saturn and PS-X really rock now!



Fight vicious pirates while aboard their ship. Watch out for sea gulls.



This shark has breath worse than our Senior Editor Dano!



Speed through the mine on a high-speed chase in a mine car.



Use magic against the enemies to really make them run.





Spot Goes to Hollywood boasts some really incredible graphics. They are colorful and smoothly animated. This game will make you want to upgrade.

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Zoop ... The Next Tetris?

We first showed you this game in the last issue of *EGM*. It was under the title of T.G.F.K.A.P. (The Game Formerly Known As Puzzle), by Viacom New Media. It's has since been renamed Zoop, and it looks pretty darn good.

Zoop will see the light of day on the Super NES. As one of the few puzzle games around, it looks impressive.

The object is simple: Remove pieces from the colorful screen via strategic planning. As things move faster and faster, you'll get caught up in Zoop's mania. Viacom is hoping that this title will be as addictive as Tetris.

If puzzles are your thing and you own a Super NES, this should be



Are you ready for a new challenge in the puzzle-game genre?

something right up your alley. Zoop looks decent. Look for more coverage as the materials become available.

Alien Virus, Terror In Space!

Alien Virus is the latest PS-X title from Vic Tokai. It's an interactive action-thriller set within the confines of a space colony. Dangers abound as you try to find a way to escape with your life.

Collect items found throughout the station, as you avoid the many perils that come about. The graphics are decent, with lots of spooky visuals that will send you right into the middle of the drama.

Alien Virus is still kind of early, but this should be one of the titles available with the PS-X's release.

Konami

Dracula X

Super NES	Action

The best game in the Castlevania series so far has been Dracula X. This conversion from the Super CD-ROM game will have you drooling with delight.

There are multiple paths you can travel, not to mention a young girl who can easily match powers with the Belmont clan. The graphics and animation are of the highest 16-Bit quality, and the audio is top-notch as well. Dracula X is Konami at its finest.

If you've wanted to play Dracula X but didn't want to get it on import, here's your chance to try this awesome game.



Fight giant Bosses at every twist and turn of your epic journey.



Those same fire-breathing skulls from before have returned.



Use your whip to slay the zombies that yearn to devour your flesh.

Sanctuary Woods

The Journeyman Project

PS-X & Saturn	Adventure

Ever wish you could be a protector of time and stop paradoxes from disrupting time? This is the basis of The Journeyman Project, a brand-new adventure from Sanctuary Woods. This title was originally seen on the PCs, and now it will be released for both the Sega Saturn and the PS-X.

In the future, an organization is set up to prevent certain individuals from disrupting the proper ebb of time. You must travel through time, staying within the boundaries of the rules imposed upon you and hunt down those who cause trouble. It's a cool adventure indeed!



In the beginning, you must transport to your headquarters.



This massive machine allows you to travel through time.



You will zoom back to the dinosaur era to collect some disks.

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ついに我らが望みかなう時が来た。
ハガネ様が助けに来てくださったぞ。
"Our prayers have been answered, my friend. Hagane has come to save the day!"

ああ、あの超サイボーグ体から放たれる強力なニンジャ技があれば、もうコーマ軍団など敵ではないな。
"Oh yes, my brother... The Koma Clan is no match for Hagane's masterful Ninja technique and spectacular cyborg form!"

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The time for battle has come. Bow, or be beaten.

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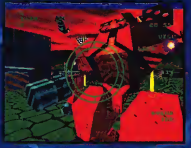
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Krazy Ivan Really Kicks

Psygnosis is in the process of working on several PS-X games. One of them is called Krazy Ivan. It uses the texture-mapping abilities of the Sony machine to generate a virtual battleground where warriors battle each other in gigantic mechs. Each mech is loaded down with the deadliest of arsenals, ranging from machine guns to missiles.

Use you radar to track your foes. It's hunt or be hunted, as you must dodge enemy fire and strike back with lethal force. Master your mech's controls, or you'll end up mauled.

Krazy Ivan is done up in true PS-X fashion. The visuals are very impressive, and the action is nonstop. This



The enemy mechs will get in your face. Better fight back or else!

should attract those of you who enjoy a good mech simulation.

Krazy Ivan is just one of several games for the PS-X currently being worked on by Psygnosis.

Don't Love, Demolish'em!

Demolish'em Derby is just what the name implies. You take a car and smash your opponents with it. Sounds like driving on Sunday morning, doesn't it? This game looks hot, and the action will be the same way. The chaos takes place under the thin guise of a race. It's just what drivers need to relieve a little stress.

Check out the last issue of *EGM²* where we showed some pictures of Demolish'em Derby. You'll see that this title looks hot. Everything is texture mapped. Think of a violent Ridge Racer. Sounds good, doesn't it?

Sega

Virtua Fighter

32X	Fighting

A big surprise for everyone is that Virtua Fighter is going to be released for the 32X. While there is still more work to be done on this game, you're sure to find the same level of intense and realistic fighting action as in the Sega Saturn version.

All of the fighters you remember, from Jeffry to Pai, are at your disposal. Fight your way up to Dural in a nonstop slug fest.

Use special throws and punches to debilitate your foes. It's the best you're likely to find on the 32X. This isn't a bad translation at all. Check it out.



Lau and Sarah Bryant fight it out in a one-on-one battle.



Play as any one of your favorite Virtua Fighter warriors.



The lack of polygons isn't all that bad. It's worth it for 32X owners.

Ocean

Green Lantern

Super NES	Action

The infamous Green Lantern springs from comic-book fame to video game fame on the Super NES, compliments of Ocean.

The Green Lantern must fight the forces of evil using his magical ring. With it, he can create objects to help fight his battles. Every item (except for things colored yellow) can fall sway to his attacks.

This cart is your typical side-scrolling action game, but the most innovative feature is the power of your ring.

Green Lantern is a tough action game that even hardcore players will be challenged by.



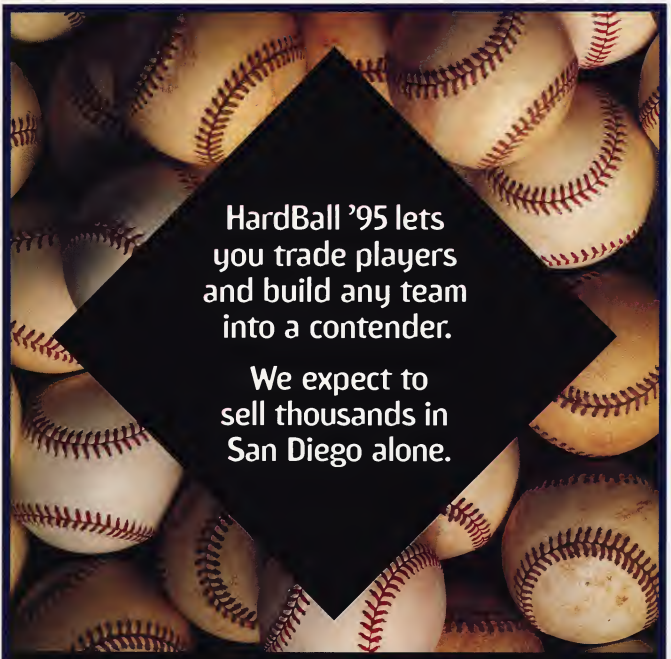
Climb up the buildings level by level eliminating all of the enemies.



Create items like the power drill to smash the many thugs.



Green Lantern captures the spirit and action of the comic books.



You live by the trade. You die by the trade. Just the way you'll find it in HardBall '95. So you can trade, say, a Milwaukee reserve for a Montreal star. Or deal for a lefty to strengthen the Seattle rotation. Or, if you've got some time on your hands, try to rebuild San Diego. But the front office is not all we've made more realistic. Stadiums are more detailed, from the nasty wind at The Stick to the ERA-bruising altitude at Mile High. You get 700 MLBPA players with 1994 stats. Digitized graphics that are swear-word real. And a computer opponent that's now even tougher. Get HardBall '95 for Sega Genesis now. It could go fast. Especially in San Diego.







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Wa-wa-wa-wa Wipe Out!

Psygnosis is working on a brand-new racing game that uses some great visuals and high-intensity action to really send you flying.

In the future, mankind doesn't race with cars or any other ground-based vehicles. Instead, hovering and flying machines are the new wave. Race your glider through a series of hairy tracks, and keep your accelerator pressed to the max.

Your opponents will react realistically, and they'll give you a run for your money. Think you're good? I bet you won't be able to beat them easily. No more drone cars; these guys have a strategy all their own.

Wipe Out is coming directly to the Sony PS-X from Psygnosis. The graphics and sounds really show off the powers of the new system. If you want some hair-raising racing action, this is one you should try.



Wipe Out is an intense racing game set in the far future.

Assault Rigs The New War

Assault Rigs is an ultra-cool, virtual reality-type war game. It resembles the light car scenes from the movie *Tron*. Everything has that laser-like effect to it. You control a tank in cyberspace, blasting and dodging every enemy that you come across.

Assault Rigs is for the PS-X, and it too is being worked on by Psygnosis. (They seem to have a lot in store for that system.)

Assault Rigs will be a good title for fans of the action genre. Check out the pix in the last issue. It really does look like something out of *Tron*.

Sega

Magical School Bus

Genesis	Action

Here's a game loaded with fun. While it is meant for kids, The Magical School Bus is great for the older players out there as well. Why? Because there is a number of different types of games built in. Mini versions of games like Break Out and Asteroids are here.

It's educational too—you'll learn about the solar system. There are lots of cool things, so don't pass this one up. Buy it for your younger brother or sister, just so you can play it when no one's watching. Magical School Bus stands out as a game that is lots of fun. And you could learn a thing or two!



Drive your bus to the moon, but watch out for roving asteroids.



If you can find it, there is a version of the classic game Break Out.



Hop around the moon, and try to collect all of the hidden items.

Sega

Fahrenheit

Sega CD/32X	FMV

If you've ever wondered what it's like to be a hero and save people from treacherous fires, then you'll probably want to try Fahrenheit.

Fahrenheit lets you choose where you go, and at times, you'll get some options on how to deal with a situation. Sega has beaten the access time problem by masking it with some footage. Also, Fahrenheit is full-screen. Despite some very nasty pixelization, you'll get into this game.

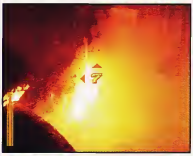
This is by far the best full-motion video game that anyone has put out yet. It's the closest thing to being interactive that there is.



You'll get a briefing right before you have to enter the buildings.



Fahrenheit uses the FMV capabilities on the Sega CD. It's full-screen, too!



Can you make your way through the blazing fires to the young girl?

The Animated Motion Picture Event of the Summer!



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One hundred years after their deaths at the hands of a former colleague, six legendary holy warriors are reborn to seek justice against the teammate who betrayed them into the hands of an evil god. Based upon one of the most popular video games of all time, SAMURAI SHODOWN is a sprawling feature length saga of reincarnation and revenge, featuring some of the most spectacular battle sequences ever animated! Join Charlotte, Wan Fu, Nakoruru, Galford and Tamtam as they search the feudal province of Edo in quest of their lost comrade, Haohmaru, and their sworn nemesis Shirou Amakusa. Will the followers of the divine light triumph over the forces of the dark, or is the course of history destined to repeat itself? Before their hundred-year journey has ended, six samurai will prove that the only thing stronger than their holy blades is the steel of their wills! The greatest warriors of all time converge on a stage of blood and sand in the animated masterpiece SAMURAI SHODOWN, coming in May of 1995 from Fuji TV and A.D.Vision!

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SAMURAI SHODOWN: The Motion Picture © 1994 SNK/Fuji TV/NAS



Shadow Squadron 32X

Sega's whipped up an intense shoot-'er entitled Shadow Squadron for the 32X. It's done very much along the line of their previous Star Wars title. In fact, the engine seems the same.

You must take control of a star fighter and engage enemy units on a number of fronts. Players have the option to choose an autopilot (so they can concentrate on shooting) or a manual mode that has you controlling the ship as well as the guns. Like Star Wars, a second player can join in as an additional gunner. You are given a basic array of laser guns, and a few lock-on missiles to help you eliminate the baddies.

The levels range from an asteroid field to a fleet of warships. Each levels has its own dangers.



Players have the option of choosing their star ship in SS.

Shadow Squadron's animation is as smooth as silk, and really shows the extent of the 32X's powers.

Is Batman Forever?

Acclaim has secretly been working on Batman Forever, based on the upcoming movie. As in the movie, the Caped Crusader must take on the forces of both the Riddler and Two-Face.

Acclaim has taken an innovative approach to this cart, by using advanced digitization effects to bring the characters to life. According to sources, the characters look surprisingly lifelike.

Batman must use every weapon in his arsenal to bring the criminals to justice, including the infamous Batarang. Batman is back!

Sony Imagesoft

ESPN Extreme

PS-X	Sports

Sony is set to bring the ultimate in racing action to the PS-X. Using the system's powers, it brings to life the thrills of competition with skateboards, mountain bikes, in-line skates and street luges. There are more than 20 treacherous courses to traverse. Better yet, you can even race a friend for some really fast-paced fun.

ESPN Extreme looks like it'll be quite a wild ride!



There are more than 20 tracks around the world to race on.

Sony Imagesoft

Warhawk: TRMM

PS-X	Theme

Warhawk: The Red Mercury Missions is a 3-D flight simulation where you take on the forces of a madman known as Kreel. Pilot the Warhawk behind enemy lines in a high-speed battle against tanks, anti-aircraft guns and other deadly weapons. Warhawk should be one of the first games for the Sony PS-X.



Warhawk: TRMM is a 3-D-rendered flight simulation with lots of action.

Sony Imagesoft

Twisted Metal

PS-X	Action

In the future, a madman named Calypso holds a contest on the streets of L.A. It's a giant demolition derby, where every opponent must be eliminated for you to win.

There are five real-time 3-D environments and lots of cool camera angles. You'll find 12 vehicle types that are loaded with customized weapons, like oil slicks and mines. This is a game that's just like Car Wars!



Use your complement of weapons to eliminate the opposition's cars.

Absolute

Battletech

Saturn	Simulation

Absolute brings the battle between the Inner Sphere and the Clans to the Sega Saturn, with all the action, danger and intrigue of the classic board game. Pilot a mech through dangerous missions, taking out enemy installations and harnessing the power of a war machine. Battletech is an interesting mech simulation.



Take out enemy mechs like the Marauder in a life or death struggle.

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(Please, open carefully.)



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The Mask Strikes Again!

Okay, you've seen the movie, so you know the plot. T*HQ is working on a game based on the film. You control the Mask and his array of wacky, tripped-out antics. Fight the gangsters invading the town. Pummel them with your fists in the classic Tex Avery style, or find new and innovative powers that will have you bursting with laughter.

With scenes directly from the film, those who liked the hit movie will enjoy this game. You will even get to fight in the club that was shown in the movie.

The Mask is loaded from head to toe with sight gags and nonstop action. It's a decent multiscrolling



The Mask game has almost all of the weapons from the movie.

action game, and like most, there are items to use against the gangsters.

T*HQ hasn't released many Super NES games for quite some time, so you might want to check this out.

Become The Perfect General

Perfect General is a war simulation that's pretty easy to pick up. You might be familiar with the computer game of the same name. You choose your armies, and fight it out on an array of unique terrains. This one is being released for the 3DO by Kirin Entertainment (the same folks who brought you Plumbers Don't Wear Ties). Perfect General sports some decent graphics, and even a few bonus scenarios absent from the computer versions. For example: You can go up against a Barney-like Godzilla creature. Where else can you do that? Perfect General looks like fun.

williams

Doom 3

Super NES	Action

It's time to fight the forces of hell once again in the latest installment in the Doom series. There are more mazes, deadlier demons and of course, major firepower.

Doom 3 takes the Super NES to all-new levels. Everything scales smoothly, and each level is huge. Doom fanatics can spend hours just searching for all of the hidden rooms. As you progress, you'll collect deadlier weapons.

If you're a Doom fan, you'll want to try this game out. Be on the lookout for an Ultra 64 version soon. Be there or be square...



Find weapons and armor throughout the game to aid you on your mission.



You must carve a way through this colony with your guns.



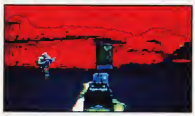
Be wary of traps built into the walls. Evil can take many forms.



Like the other Dooms, players can have a floating map for navigation.

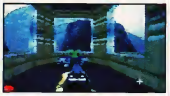


Shoot through windows and holes to get a drop on the enemies.





Doom 3 takes the Super NES to all-new levels of chaos. Will you be able to stop the forces of hell before the world succumbs to its corrupt ways? You are a one-man army.



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for your Atari Jaguar

Ubi Soft

JAGUAR™ 64 BIT

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TRICKS OF THE TRADE

TRICK OF THE MONTH

TRICKMAN AND CODE WIZARD ... THE DUO THAT CAN'T BE STOPPED!

Yes, our two superheroes of tricks have teamed up to conquer games on whatever system you can throw at them! With Code Wizard cruising the Net and Trickman opening all those letters from his loyal fans, the two are unstoppable! (Except, Trickman's car is stopped ... way too often!) The two masterminds still need your help and are ready and willing to give you fame for your trouble! Toss your tips and tricks our way at:

Tricks of the Trade
c/o Sendai Publishing Group
1920 Highland Avenue, #222
Lombard, IL 60148
or send e-mail to:
egmtriks@mcs.com

If your trick is chosen as one of the best, you'll get your name printed in our mag! Plus, your friends at ***EGM*** will send you a FREE game for the system* of your choice! It sure beats T-shirts or like some other mags toss out, a large variety pack of ... NOTHING! So make the post office happy and get your tips into our mailbox pronto!

Marky K. (Legal Mojo) Sez:

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RETURN FIRE

System	Publisher
3DO	Prolific



Highlight the vehicle you want and press C.



Hold the correct buttons on this screen and press X.



Hold the correct buttons and press A at this screen.

CHEAT SHEET:

Invincible Vehicles

Start a new game and go to the Vehicle Selection Screen. From here, follow the instructions listed to get invincible vehicles!



This incredible trick will let you be invincible as any of the four vehicles! To get this code to work, you must first start a game and go to the Vehicle Selection Screen. From here, highlight the vehicle you want to make invincible and press C to get to the screen that shows your number of vehicles and ammunition. Now, press and hold the top L and R buttons, then hold B and C. While holding all of these, press X (Stop button) to get to the "Leave Game" Option. While the "don't leave" box is lit, keep holding the L, R, B and C buttons and also hold DOWN on the control pad, then press button A. You will hear the vehicle selection sound twice if it worked. You're now invincible! You must do this trick for *each* vehicle that you want to make invincible.

Keith Lambert; Millersville, PA

SCORE BIG POINTS WITH THIS AWESOME CONTROLLER FROM STD AND *EGM*!



Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD or SGPROGRAMPAD-2! We're looking for a few good tricks, and if you send us a whopper, you'll be eligible to win our TRICK OF THE MONTH sweepstakes! If you win, you'll score your name in print, the STD controller and a free game for the (allowable) system of your choice! Contests like this come, well, once a month—but you'll only find them in the pages of the Biggest and Best Video Game Mag, *Electronic Gaming Monthly*!

OFFICIAL RULES AND CONDITIONS. 1. *No Purchase Necessary:* No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address (including your city, state, and zip code) in a letter containing your best codes and mail it to: Tricks of the Trade, Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by June 15, 1995. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected entries. Sendai Publishing reserves the right to cancel this contest at any time with appropriate notice. 2. *Winners:* Winners will be judged based on their code's uniqueness, novelty, accuracy, and the fact that said code is not already known by the Judges. The Judges will be from the Sendai Publishing Group and their decision is final. Noncompliance with any entry procedure may result in disqualification. All entries and copyrights therein become the property of Sendai Publishing Group and will not be acknowledged or returned. By entering winners agree to be bound by the rules of this contest and judges' final decisions. 3. *Prizes:* Each Winner shall be awarded one of the following prizes: (1) SNPROPAD; (2) SGPROPAD-6; (3) SNPROGRAMPAD; or (4) SGPROGRAMPAD-2. All prizes not claimed by a PrizeWinner within thirty (30) days following notification by Sponsors shall be deemed forfeited and shall not be awarded. PrizeWinners will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 4. *Eligibility:* Sweepstakes open to residents worldwide. PrizeWinners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and sign a release. Employees of Sponsors and their affiliates are not eligible. Neither Sendai Publishing Group, Inc. or STD Entertainment, or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state, and federal taxes are the sole responsibility of the PrizeWinners. If PrizeWinners are under 18 years of age the prizes will be awarded to the parent or guardian and the release shall be signed by the parent or guardian (if applicable). 5. *Restrictions:* Void where prohibited or restricted by law. All federal, state, and local regulations apply. 5. *Sponsors:* Contest sponsored by Sendai Publishing Group, Inc. and STD Entertainment (USA) Inc. Copyright © 1995 Sendai Publishing Group, Inc. SNPROPAD, SGPROPAD-6, SNPROGRAMPAD and SGPROGRAMPAD-2 are all trademarks of STD Entertainment (USA), Inc.

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A new face. A prosthetic firearm. Impenetrable skin... You're ready to party!



One action-intensive RPG™ containing plenty of thrilling twists and turns.

Relax dude, it's just a photograph... Wait until you meet the lovely Ms. Armeroid and her bikini-clad friends — in 3D!



Waste Brute Guild guards and beat Crystal Boy to the buried treasure!

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Slapped with an M rating (Excellent!), **THE SPACE ADVENTURE™** lures you into an exotic underworld filled with intriguing mysteries, exciting Japanimation, unyielding role-playing adventure and yes, plenty of beautiful women.

If not for the enormous bounty on your head, this game would be true paradise.

THE SPACE ADVENTURE™

SEGA CD

HUDSON SOFT

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KILLER CODES

BUBSY II

Accolade/Super NES

These codes will get you all kinds of trick goodies to help you through the game! At the Title Screen, enter any of these codes on the first controller to get different results:

Every Level Completed: Press UP, A, A, A, DOWN. You will hear a sound like a door slamming if you did it correctly.

Invincibility: Press X, A, B, Y, UP, DOWN. You will hear a screeching-to-a-halt sound if it was done correctly.

99 Bombs: Press X, X, UP, DOWN, X. You will hear a knocking sound if it worked correctly.

50 Lives: Press B, UP, B, SELECT, Y. You will not hear a sound after this code is entered.

99 Nerf Ballzooka Balls: Press B, A, LEFT, LEFT. You will hear a knocking sound if it was entered correctly.

99 Diving Suits: Press B, LEFT, UP, B. You'll hear a knocking sound if the code was entered correctly.

99 Portable Holes: Press RIGHT, UP, SELECT, SELECT. You'll hear a knocking sound if the code was entered correctly.

Crazy Jumps: Press B, A, B, Y. You'll hear a knocking sound if the code was entered correctly.

ROAD RASH 3

System: Genesis

Publisher: Electronic Arts

CHEAT SHEET:

Special Password

When the Title Screen appears, go to the Game Options. From here, choose "Set Passwords." Enter 15S9 PU03.

Go to the Game Options Screen from the Title Screen. Now, move to "Set Passwords" and enter this code: **15S9 PU03**. This gives you the best bike, $200,000 and all upgrades!

Robbie Tarte; Orleans, Ont.



Go to "Set Passwords" and enter the code.

You'll now have the best bike, upgrades and tons of cash!

TOUGHMAN CONTEST

System: Genesis

Publisher: Electronic Arts

When the Title Screen appears, press the START button to enter the Game Setup Screen. Move down to the "Restore from Password" Option and press START. Now you can enter any one of these passwords to change the way the game plays. If entered correctly, you will see the words, "Cha Ching!" and you'll hear the announcer say, "It's in the game." Hit B and start your game. Reset for a new code. The passwords are shown below in red.

MRBUCKEYE—This code will allow your player to use all 14 special punches rather than limiting him to three.

RUBE—This password will allow your player to fight a headless opponent!

2LT—This password will stop the time from counting down, so the fight must be won by a knockout.

FQSTER—This code allows your player to fight a shadow of your opponent.

WEASEL—Now you will be able to fight a shorter version of your opponent.

SUPERG—You'll play against the computer at its hardest level of difficulty.

MAXX—This cool code will allow you to fight without taking any damage!

NUCLEAR—This will allow you to fight a glowing opponent.

HYPER—This allows you to fight at twice your normal speed.

CHEAT SHEET:

Many Cheats

At the Title Screen, press START to get to the Game Setup Menu. Enter the password from these choices.



Press START on the title to get the Game Setup Screen.



On the Password Screen enter the correct code.



The password MAXX will give you infinite energy!



Fight headless opponents and make the blood fly!

IT'S WHAT TV WAS INVENTED FOR...BUST A MOVE!



Bust-A-Move is the new puzzle solving game that will have you busting for hours. Line up three of the same color balloons and bust them before they come towering down.

You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. Find out what TV was invented for and Bust-A-Move!

TAITO™
Taito America Corporation

KILLER CODES

BUBSY II

(Accolade/Genesis)

Let these tricks help you whip through the Genesis version of the game! At the Title Screen, enter any of these codes on controller one to get different results:

Every Level Completed: Press UP, A, A, A, DOWN. You will hear a sound like a door shutting if you did it correctly.

Invincibility: Press C, A, B, C, UP, DOWN. You will hear a screeching-to-a-halt sound if it was done correctly.

99 Bombs: Press C, C, UP, DOWN, C. You will hear a "tink" sound if it worked correctly.

50 Lives: Press B, UP, B, B, A. You will hear a "whoop" sound after this code is entered.

99 Nerf Ballzooka Balls: Press B, A, LEFT, LEFT. You will hear a "tink" sound if it was entered correctly.

99 Diving Suits: Press B, LEFT, UP, B. You'll hear a "tink" sound if the code was entered correctly.

99 Portable Holes: Press RIGHT, UP, B, B. You'll hear a "tink" sound if the code was entered correctly.

Crazy Jumps: Press B, A, B, C. You'll hear a "tink" sound if the code was entered correctly.

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

System	Publisher
Super NES	Electronic Arts

CHEAT SHEET:

73 Lives and Level Choice

At the Password Screen, enter this simple but effective code: 12345678999. You'll get 73 lives and level choices.

From the Title Screen, enter the Password Option. On the Password Screen, enter this simple code:



Go to the Password Screen to put in the code.

12345678999. This code will give you 73 lives and let you go to all places on the map!

C.J. Werner; Lyons, KS



You now have 73 lives and can go to all places on the map!

AEROBIZ SUPERSONIC

System	Publisher
Super NES	Koei

CHEAT SHEET:

Secret Flag Game

Pick the Control Pad Icon, press A, then SELECT.

Start a new game or continue an old one. When you get into the game, there will be an icon that looks like the Super NES control pad. Choose it with the A button and then press SELECT. You will get a game that tests your knowledge of flags!



Take a break; play *this* game!

VIRTUA FIGHTER

System	Publisher
Saturn	Sega

To do this trick, go to the Title Screen and choose Arcade for one player or VS. for two player. Go to the Player Selection Screen,

CHEAT SHEET:

Play as the Boss, Dural

At the Player Selection Screen, press DOWN, UP, RIGHT, A + LEFT. When you hear a whoosh, you'll get to play as Dural!

take your controller and press DOWN, UP, RIGHT, then A + LEFT simultaneously. You will hear a "whoosh" sound if done correctly. You'll now play as Dural! If you lose the match, let the time run out on the screen and you will get Dural back again for another fight!



At the Title Screen, choose Arcade or VS. Mode.



In One- or Two-player Mode, take the pad(s) to do the trick.



Fight the computer or a friend as Dural!



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KILLER CODES

IRON SOLDIER

(Atari/Jaguar)

Here are some incredible tricks for the game Iron Soldier for the Jaguar. All of these codes must be entered with the first controller's numerical keypad. From the Title Screen, move to the "Options" and press button B. In the Options Menu, enter any of these codes:

INFINITE FIREPOWER: At the Options Screen, press these numbers in order on the keypad of controller one: 2, 7, 2, 8, 3, 7. The border will flash around the Options if you did it correctly. Now after you enter the game, you will have an unlimited amount of ammunition!

NEW DIFFICULTY LEVEL: At the Options Screen, press the numbers: 6, 8, 2, 4 on the keypad. The border will flash around the Options if you entered the code correctly. Now, go up to the "Difficulty" setting and you will see that you can change it to Insane Mode! This one is *very* difficult to accomplish.

WEAPONS SELECT AND CHOICE OF STAGE: At the Options Screen, press 3, 7, 6, 6, 8, 2, 4, 2. The border will flash around the Options if you've correctly entered the code. Go out of the Options and begin a new game. You will first be given the chance to choose a starting level, and then you can arm your Iron Soldier with any weapon available!

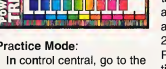
THE NEED FOR SPEED*

System	Publisher
3DO	Electronic Arts

CHEAT SHEET:

Lots of Cheats

Some of these codes are difficult to pull off. Try doing them with a friend. You need a third controller for the Performance Boost!



Practice Mode:
In control central, go to the Options Menu and highlight "Skill Level." On control pad one press and hold X + R button + L button + A in quick succession, continuing to hold each one (so at the end all four are held down). If you are successful, the Skill Level indicator will turn from yellow to pink. Now play the game with no traffic or cops! Note: No records will be saved in this mode.

Rocket Scooter:
Play the game for at least 10 seconds. Go into Instant Replay and rewind to the very beginning of the replay buffer. Press R button + DOWN + B button simultaneously on pad two. Now quit the race. You will race against the scooter!

Flying Traffic:
1) Start the game and during the loading screens press and hold L button, R button, and LEFT on pad one. 2) Now, quit the game. Repeat steps 1 and 2; this time hold L button +R button + UP instead. Repeat steps 1 and 2 again. This time hold L button + R button + RIGHT instead. Repeat steps 1 and 2 once more, this time holding L button + R button + DOWN. Now start driving! From now on, until you reboot, you can hit the e-brake (X button) to make all cars fly into the air!

Performance Boost:
Start a game and *immediately* press L button + R button + UP *on pad two* plus L button + R button + A + C on *pad three*. "Car Crashed" will flash. Exit the race. In the next games you play, engine torque and power will increase by 20 percent for the faster cars and 30 percent for slower cars!

David Kaplan; Los Altos, CA



Race against the Rocket Scooter with this trick!



There's something you don't see on a Sunday afternoon!

RED ZONE

System	Publisher
Genesis	Time Warner Interactive

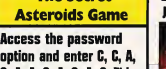
There is a hidden game that resembles the classic "Asteroids" inside Red Zone! To access this secret, go to the Title Screen of the game and move to "Password." Press START. Now press these buttons in this order: C, C, A, C, A, A, C, A ,C, A, C. Press START. This button "password" automatically brings you to a green game of Asteroids! C=Shoot, B=Thrust and A=Hyperwarp.

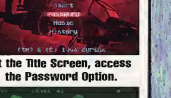
Jamie Lee Black; South Bend, IN

CHEAT SHEET:

The Secret Asteroids Game

Access the password option and enter C, C, A, C, A, A, C, A, C, A, C. This will bring you to the secret Asteroids game!





At the Title Screen, access the Password Option.



Enter the correct password when the option appears.



You will be warped into a secret Asteroids game!

*The trick was done on a pre-production version of the game and is subject to change.

WIN! The Ultimate Gaming Rig!! OVER $20,000.00 IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast Compudyne with Pentium 90 processor, 8 meg. ram, 845 meg. hard drive, CD-ROM, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES; Sega Genesis with CD-ROM and 32X. Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sony Play Station, 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

		H				___ MYSTERY
			E			___
P	O	W	E	R	N	___
		R				___ WORD
S						___

WORD LIST and LETTER CODE chart

POWER ....N	PRESS .....K	BLAST .....A	WRECK .....P
BREAK .....Z	PUNCH .....S	SPRAY.....E	TURBO.....V
STOMP .....T	STAND .....H	PRESS.....C	DREAM I
CRUSH.....O	SCORE.....R	SLANT L	CHASE.....P

MYSTERY WORD CLUE:
TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

Yes!

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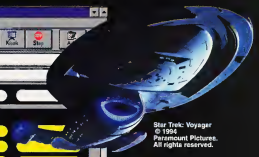












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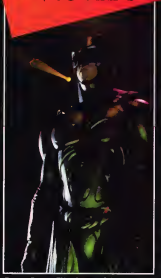
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TEAM EGM

INSIDE TEAM EGM

EXCLUSIVE INTERVIEW:
WITH THE GREAT ONE WAYNE GRETZKY

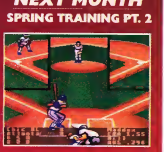
PREVIEW:
WAYNE GRETZKY & THE NHLPA ALL-STARS (GEN)

SPRING TRAINING:
TEAM EGM SWINGS FOR THE FENCE AND LOOKS AT SOME OF THIS SEASON'S TOP BASEBALL PROSPECTS

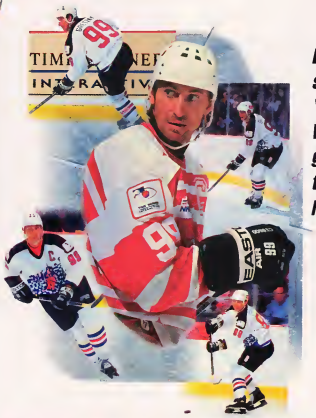
FIRST LOOKS:
EA SPORTS PSX'S PGA TOUR GOLF, EXCLUSIVE INTERPLAY'S VR BASEBALL '95, SEGA SATURN NHL ALL-STAR HOCKEY

REVIEWS:
NBA ACTION '95 (GEN)
WICKED 18 (3DO)
WAYNE GRETZKY AND THE NHLPA ALL-STARS (GEN)
TOUGHMAN BOXING (32X)

NEXT MONTH
SPRING TRAINING PT. 2



GRETZKY, SPRING FEVER, PREVIEWS, IT'S ALL HERE!



Don't miss our exclusive interview with "The Great One," Wayne Gretzky, the greatest player ever to lace up a pair of hockey skates.







The Iceman and I are tightening the new look of Team EGM into form. However, we're still smoothing out the rough edges, so bear with us.

This month we unleash our newest feature. We laced up our skates and interviewed Wayne Gretzky. This will be the first of many celebrity interviews.

We chatted about his new ice hockey video game from Time Warner Interactive (Wayne Gretzky and the NHLPA All-Stars). The game is excellent and has a lot of potential. It's Time Warner Interactives first trip to the ice and it is a very solid effort. See a preview for the game on page 109.

In the interview, we also touched on a number of issues that affect the game of hockey. Gretzky didn't try to stick handle around any of the questions. He went at them head-on, and once again showed why he's so admired by hockey players and the general public.

That's not all we have on tap for you in this month's sports section. We have an inside look at some of the newest baseball games to come onto the scene.

EA Sports is trying to fend off Sega Sports World Series Baseball for this year's baseball pennant race. It will be a close race to see who rounds the bases first and slides in safely to home plate.

EA Sports is trying to turn a "Triple Play" with their latest baseball game with the same name.

We also preview RBI '95 for the 32X, and look at some of Sega Sports' Sega Saturn titles.

Our format is turning a few heads in the gaming world, but we're not done there. We have a few more things up our sleeves, including more strategy on the top sports games of the day.

But we are always listening to our fans. If you have any ideas, jot them down and send them in to Team EGM. It's always good to have fresh ideas!



Wayne Gretzky stick handles around the competition and bulges the twine with style and finesse.



FACT-FILE

THEME	Sports
DIFFICULTY	Moderate
TIME TO COMPLETE	Medium
MEG SIZE	16
BACK-UP	Battery
# OF PLAYERS	1 to 4
AVAILABLE	May
% COMPLETE	95%

DEVELOPED BY: Time Warner Interactive
PUBLISHED BY: Time Warner Interactive

Jump on the Team EGM zamboni and let me take you on a trip around the ice.

Wayne Gretzky has lent his name and expertise to Time Warner Interactive's first trip to the ice.

Wayne Gretzky and the NHLPA All-Stars has the NHL's actual player rosters, but it doesn't have the names of the actual NHL teams. That doesn't make much of a difference when you have the world's greatest hockey player's name on the game.

But this video game is a solid hockey effort with or without the name of Wayne Gretzky. It has some key features that many fans of hockey will enjoy.

You can pick from 26 U.S. and Canadian teams with over 600 real NHL Player's Association members complete with their statistics.

The game also includes six international all-star teams, and you can go at it with the world's best in a tournament. Play exhibition games, a full 84-game season or a grueling best-of-seven playoff series.

All of the shots that make hockey great have been included: slap shots, one-timers and wrist shots are part of your players' scoring arsenals.

For those of you who like the rough stuff, you can deliver bone-crushing hits or cross check a feisty opponent. A Fighting Mode is included in the game that has much the same style as Konami had in their old 8-Bit Blades of Steel game. The mode adds another dimension to the game, giving it a feel that is lacking in present-day hockey titles.

Full-motion video clips add to the enjoyment of the game. When you get a penalty, a video clip shows the infraction you committed against your opponent. At the same time, if you score a goal, a clip shows how you got around the goalie and put the puck in the net. The player animations are well done, and the players in this game are 30 percent larger than they are in any other hockey simulation.

The artificial intelligence keeps track of each player's level of expertise and saves your favorite game settings. The Just Play Option allows the game's "smart interface" to automatically choose an opposing team based on your skill level against the computer. The game has two game play modes for you to select: Arcade to get on the ice for some-in-your-face hockey or Simulation for real rules and penalties.

The refs are tough, but after all, it is their job to keep the game under control. This game won't win the Stanley Cup, but it will take you to the finals.



Take a look at the animations of players skating, checking and scoring. Of course, mini-full-motion video is also included.





WAYNE GRETZKY and the NHLPA ALL-STARS

TEAM EGM TALKS TO THE GREAT ONE, WAYNE GRETZKY

Wayne Gretzky is a modern-day sports hero, regarded by many as the greatest hockey player ever to have laced up a pair of skates and played the game.

We at Team EGM drop the puck in style on our first of many installments in our celebrity interview series.

TEAM EGM: After all of the awards and accolades you have, what accomplishments are you most happy and proud of?

Wayne Gretzky: Hockey is a team game, and so being successful as a team means a lot. Winning the Stanley Cup was an accomplishment that will forever bring me satisfaction. Beyond that, having some involvement in the growth of our sport into the sunbelts of the U.S. is something I'm very proud to have been a part of. For many years, the NHL was considered to be regional in its nature, and we are now unquestionably viewed as a national and international sport. We've come a long way in the last 10 years.

When you were coming up through the hockey ranks, what players did you look up to?

Gordie Howe was always an inspiration when I was young. When I had the fortune to meet him for the first time, he proved to be everything that I had hoped he would be as a person, resulting in his becoming a role model for me. There were many other veterans in the NHL who helped me acclimate as a rookie, but Gordie Howe was very special.





What do you think is your greatest moment in hockey?



Winning my first Stanley Cup brought a level of excitement that I had never experienced before. More recently, breaking Gordie Howe's NHL career record for goals was very special, because I was older and able to better comprehend what exactly was happening and the place in history I was taking.

Do you think hockey is evolving fast enough in the U.S., and what will it take to get the major networks interested in the game?

One only needs to look at the growth of the in-line [hockey] industry as a sport and a recreation to recognize that skating and particularly hockey, are very hot these days. With good management, the NHL is poised to capitalize on that popularity. In fact, the NHL already has a network arrangement with FOX to go along with its long association with ESPN. I see those relationships only getting more mutually beneficial in the years to come.



What do you say to parents who are pushing their kids into hockey? What advice can you give to the kids and to the parents?

My philosophy is very simple: The game has to be fun, and if it isn't fun, another activity should probably be considered. Team sports build character at a very early age through the necessary interaction and the required cooperation. If a youngster can experience success and failure in a team setting at an early age, I firmly believe he will be more capable of dealing with other aspects of his life away from sports.

What would you like to say to today's hockey youth that might motivate these NHL hopefuls and what do they need to do to break into the NHL today?

I've seen a lot of great talent go to waste because the individual simply wasn't prepared to pay the price. Whether it's hockey or anything else, usually the people who achieve their goals are the ones who get up earlier and outwork their competition. Working hard, regardless of the success one has, can take you to levels you never before would have perceived as attainable.

How much do you think the hockey lock-out hurt the sport?

There is no question: It set our sport back when it was poised to go to another level of interest and demand. Nevertheless, we must look forward, not back. In the end, I believe we have benefited to some small degree by baseball's labor dispute. Clearly, the resumption of play showed that both sides in hockey had the interest of our game at the forefront. I'm not saying that baseball people don't, but the fact that we got

Interview continued on page 112





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back to work while baseball stayed out for much longer has made people less reflective on the months of hockey that were missed.

Do you still enjoy playing now as much as you did earlier in your career? How much longer do you plan on playing hockey?

I love the game now as much as I ever did, and I don't see that ever changing. I'm happiest with a stick in my hands playing hockey, whether it's at the Great Western Forum or in the parking lot with kids. My success, however, has brought about many more expectations and demands that, coupled with the growth of my family, have caused the hours to be very many every day. I'm satisfied with what I've been able to accomplish, individually and in a team context, but I continue to play now to try to deliver a Stanley Cup to the people of Los Angeles.

Video games are becoming more realistic. Do you think fighting and the violence (hitting after the whistle) should be left in today's video games?

The fact is fighting is a part of the National Hockey League game. Therefore, to exclude fighting as a part of one of the video games would not be true to the National Hockey League and its players' involvement with the manufacturing of licensed video games. In a similar fashion to reality itself, I don't believe that fighting needs to be an advertising component to any video game. Fighting is not something that the NHL chooses to use as an advertising feature. There are too many positives with which to sell the sport and to sell these great new video games featuring the sport of hockey.

What's the best part about being called the Great One? What does it take to be the greatest in your field and how do you keep your feet on the ground?

"FIGHTING IS A PART OF THE GAME OF HOCKEY ... TAKING FIGHTING OUT OF THE VIDEO GAMES WOULD NOT BE TRUE TO THE GAME."

"The Great One" is easier to spell than Gretzky, so maybe that's why I've been given that nickname! (laugh) As far as being the greatest in your field of endeavor, I've always just tried to go out and be the best that I can possibly be. That's the advice I would give to any promising young prospect. Whatever accomplishments I've had, my immediate family and group of friends have always been honest enough with me that they would be the first to tell me if I let that success change me in any way.

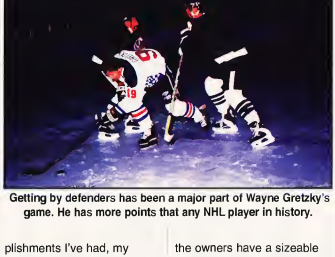
Even at this stage in your hockey career, how much influence does your father have in your life?

My father has always been my coach and inspiration. He, my mother and my family have always been there during the good and bad times. My father is a simple and humble person who always practiced the virtues and values that he preached. He is directly responsible for any success I've had in the sport of hockey.

Getting into some NHL venues for families is difficult, due to scalpers and corporations buying huge blocks of tickets. Because in some cities like Toronto and Chicago have this problem, it's pretty hard for any dad to get a couple of tickets and take the family to a game. Do you think the game of hockey is becoming elitist?

To my knowledge, every NHL team leaves a certain quantity of tickets available for purchase by the general public on a per game basis. We have to respect the fact that the owners have a sizeable investment in their franchises, and guaranteed revenues, in the form of season tickets, limit their financial risk.

At the same time, they want to increase their fan base, and the more new customers that can see an NHL game each night in person, the better. I'm sure it's a dilemma, but inevitably the financial constraints likely win out. I don't think our sport is elitist for the simple fact that National Hockey League players are extremely approachable every day in public. So if you can't see them play in person, you can nevertheless talk openly with them if you're fortunate to bump into one.



Getting by defenders has been a major part of Wayne Gretzky's game. He has more points that any NHL player in history.

Do you think smaller market NHL clubs in the U.S. and Canada are going to survive or are their days numbered?

I certainly hope they will survive because they were the core of the NHL in its formative years. They deserve to have their place in both history and as active members of the thriving NHL. I believe the onus is on the large markets, who enjoy greater revenues and opportunities, never to lose sight of the fact that the smaller markets have paid their dues and it is only right that they should be given the means to be successful, if properly managed.

Well, there you have it, our first celebrity interview. There will be more where that came from. The Iceman and I are coming off of the ball very quickly and we are trying to build a gaming dynasty. Hope you enjoy the new look and stay tuned for more sports news.



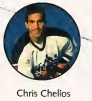




THE GREAT ONE



Tony Amonte



Chris Chelios



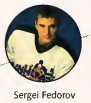
Kirk Muller



Pavel Bure



Russ Courtnall



Sergei Fedorov



Marty McSorley

NHLPA PLAYERS (OVER 600)

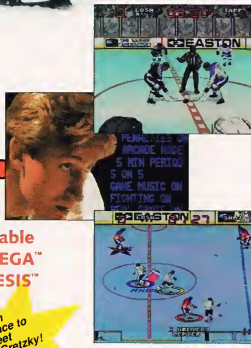
GREAT

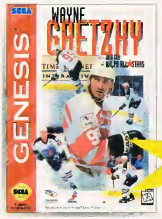
FEATURES

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TIME WARNER INTERACTIVE

SPRING TRAINING

TEAM EGM'S HARD HITTING BASEBALL PREVIEW

Now that the boys of summer have begun swinging for the fence, The Iceman and I have been stepping into the batter's box to give both avid gamers and baseball fans an overview of this year's baseball lineup. We'll tell you which ones we think will win the pennant and why from this year's crop of baseball games.

Already there are a few differences in the way baseball games are being made and some trends we will pinpoint for you.

After the success of Sega's World Series Baseball for the Genesis, the batter's box viewpoint is being utilized more and more often. It is an effective view of the field of play, but like any good view, it is being overused.

Sega Sports World Series Baseball is the reigning champion from last year. This year, they have even made last year's version better, and World Series '95 will be the game that all others will be measured against.

But this year, EA Sports has a contender that may just give World Series '95 a run for this year's gaming pennant.

The designers of FIFA International Soccer and EA Sports Canadian team (based in British Columbia, Canada) have come up with an excellent baseball engine. The game is still being worked on, but what we've seen so far has been quite impressive.

Behind closed doors, the new 32-Bit baseball games will be the talk of the town.





VR Baseball '95 from Interplay will be a hit!

These games look incredible, although they aren't far enough along to actually take controller in hand and play.

We have some first looks at a few of these games in our Spring Training Guide on the following two pages. We'll have more coverage on all of the new games as they are completed.

Next month, we'll look at some more of this year's baseball video games to see if they will make the starting lineup.

World Series Baseball '95
Sega/Genesis







I've said it before and I'll say it again: World Series Baseball has been made better. (If you can believe it.)

The best baseball game of last year has been made even better. The only thing missing is the smell of the hotdogs, popcorn and the guy sitting behind you who showers you with a Pepsi or Coke as he jumps to his feet after a great play.

Some new features are here this year, including the Classic Home Run Derby, pitting Babe Ruth against Ken Griffey Jr. The game also features a Major League Baseball and a Major League Player's Association license. You can draft players, make trades and build the team of your dreams. What more could you ask for?

3-D Baseball '95
Crystal Dynamics/PlayStation, Saturn

This game is in the very early stages of development. But the programmers at Crystal are stacking their team and are coming out of the batter's box quickly.

This polygon-based game looks incredible. Crystal Dynamics' programmers are confident they will be able to deliver a unique baseball experience for both fans of the game and baseball purists.

Van Earl Wright, former CNN sportscaster will be calling the play by play as the ball goes deep over the wall in left, right or center field.







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Just fill out the form below and return to: A Whole Season of RBI Sweepstakes, P.O. Box 8095, Grand Rapids, MN, 55745-8095 and you could be a winner of one of the following prizes

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(25)	SECOND PRIZES	RBI Baseball '95 hat and watch
(100)	THIRD PRIZES	RBI Baseball '95 hat

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Triple Play Baseball
Electronic Arts/Genesis



All 28 major-league stadiums with the signature ivy and other unique options have been added to Triple Play Baseball.

This game rounds the bases in a big way, and should put EA Sports in the running for this year's pennant race.

The game features a Major League Baseball license. Every player in the big leagues is represented with their accompanying stats.

Gamers will be able to sign rookies, trade players or create his or her own player or teams.

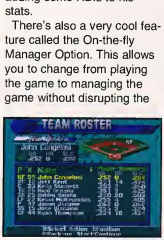
This game has a couple of features that some others do not, including hot and cold streaks. That's right—one of your star players can go on a hitting streak or into a big time slump. This game also features injuries of star players.

At mid-season there's an all-star game, and the roster can be picked by the computer, or you can put the players you want to see on the all-star teams.

In the Season Mode, you can choose between a 26-, 52-, 104- or 162-game schedule.

This game has a host of details: everything from bowling over the catcher to sliding headfirst into second base. You can even make your outfielder go up for a home run ball at the wall to stop one of baseball's big leaguers from adding some RBIs to his stats.

There's also a very cool feature called the On-the-fly Manager Option. This allows you to change from playing the game to managing the game without disrupting the flow of the contest.





Triple Play also features four-way play for added excitement.

The Iceman and I are waiting patiently until this game is totally finished. It has some excellent features and the play control is incredible.

EA Sports has been able to deliver great game play in every sport—hockey, soccer and basketball. The only sport they weren't excelling in was baseball. This game gets the monkey off of their backs.



HardBall '95
Accolade/Genesis





Al Michaels is back in the box to call the play by play for another season of HardBall.

Last year's version was a little difficult for some gamers, and even the Iceman and I didn't have batting averages over 200.

This year, the Sport Accolade crew have made hitting easier and have added all-new player animations and a few different views of the field.

The same, great playability is there and HardBall fans who loved the statistics and overall feel of the game won't be disappointed.

Getting into the game is a breeze, but once you're in, you'll become addicted.

HardBall '95 has the signature of a good game. Once you play it—you'll want to play it over and over again.

You'll be swinging for the fence long into the night. So step into the batter's box and have at it!

RBI '95
Time Warner/32X

Those of you who have followed the RBI series of baseball products will enjoy this new-and-improved game. There are larger player animations and a host of Statistical Options.

A view of the field from behind the batter's box and a top view of the field of play gives RBI fans some new twists and turns on what has been a very successful baseball license.

The game takes full advantage of the 32X's capabilities. The radar box in the lower left-hand corner of the screen helps you locate the base runners and your fielders when a ball is blasted to the outfield.

This version of RBI looks great and should be a hit with all 32X users.







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other angler. Calls bass [illegible]



Super NES screens shown

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inside look

featuring PSX's PGA Tour Golf
Sega Saturn's NHL All-Star Hockey



-Electronic Arts-
PGA TOUR GOLF

It's been a busy month here at Team EGM, since we have been trying to get the new look refined. But game companies have been trying to get their games tightened, as well.

EA Sports has been busy getting their 32-Bit products ready for the launch. One of those products is PGA Tour golf for the Sony PlayStation.

The game will feature an exclusive license with the Professional Golfers Association (PGA), and actual PGA courses. The ability to play as any one of 14 of your favorite PGA tour professionals will make this game all the more exciting.





An arc will show you the actual flight path of your ball.

All of the signature strokes of these 14 golf professionals add to the realism of the game. If that wasn't enough, you will be able to put back spin and top spin on the ball just like the pros.

Some of the features of the game include stroke play, matchplay, skins, shoot-out and tournaments.

The game features a unique aiming system for driving and putting. A target-based arc system for driving, chipping and putting will give you an idea of where the ball will be going.

A bull's-eye target has been built in as part of the putting experience. It gives you an idea of the flow of the green and helps you determine which way the ball is going to break.

An innovative golf engine and a snap-around view of where the ball lands gives you the feel of real TV-style golf coverage.

Everything you've always wanted in a golf game has been included. I can't wait to tee off with PGA Tour Golf!





Take to the links with your favorite PGA golfer.





-Sega of America-
NHL ALL-STAR HOCKEY

Gray Matter of Mississauga, Ontario, Canada, and Sega Sports have teamed up to make what looks like one of the most realistic hockey simulations ever made.

Avid hockey fans will enjoy the fine detail that Gray Matter and Sega have brought to the game of ice hockey.



See different views of the action including a puck view.

Coach Jacque Lebieu is your mentor as you take to the ice with all of your favorite NHL team and any one of its star players. The game features both an NHL and a National Hockey League Player's Association license.

This isn't an ordinary hockey game—hockey purists will find it an exciting trip down memory lane as well as a big-time hockey simulation.

Sega Sports and Gray Matter were given access to the NHL's film library. They take you on a guided tour of the game of hockey and show you how the game has evolved with a full-motion video trip through the NHL Hockey Hall of fame.

When you win the Stanley Cup, there is a feature that will allow you to actually put your name on the coveted Lord Stanley's Cup.

There are even awards for the best defensive player in the league, top point getter and the top goalie in the league. This game also allows you to save multiple rosters, construct your own team or even insert yourself into the lineup.

Each goalie in the league has his own signature moves including flops and butterfly saves. You'll be amazed at all the multiple views and camera angles of the ice including the very clever puck view.



A realistic view of the ice will make this one hard to beat.

Face-offs in this game are taken from where they should be—there are no pop-up boxes.

I can't wait until the Sega Saturn is released in September and the puck is dropped on this game.

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- **Triple Play™ Baseball**

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WAYNE GRETZKY & THE NHLPA ALL-STARS (GEN) BY TIME WARNER

Shooting and scoring, I really enjoy this unique brand of hockey. There's even fighting! Donald S. Cherry would love this game. The sound effects are incredible and the game play is above average. If you're looking for a different type of hockey game, this one fits the bill. It's also cool to play against some of the international teams. This game makes the playoffs and is solid.

Video Cowboy 7.5



As a starter, I'm a bit disappointed by the overall performance of the game. It does have some unique features that make this game playable and interesting to sports fans. The horizontal view with the bigger-than-normal characters brings you closer to the action. I prefer realistic animations, but the comical reactions of players being checked are fun to watch. Needs work on sounds.

The ICEMAN 7.0

NBA ACTION '95 (GEN) BY SEGA OF AMERICA

This game is loaded with options. Fans of the NBA will enjoy this engaging basketball cart. The characters are a little small, but the many options take up a lot of room. I can't name all of the features of the game, but they're all here. You can choose the difficulty level you want to play. I delivered a pounding to the Iceman as we did our reviews and it seems as though he might be bitter.

Video Cowboy 7.0



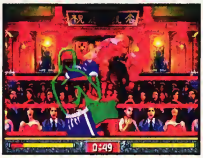
I don't know about you, but what was Sega thinking about when they were making this game? The almost overhead view is a neat feature, but the playability of the game is quite awful! It was very hard to move your player, and the animations of the players dunking and driving through the lane are quite cheesy. The comments from Marv Albert were getting irritating—very repetitious.

The ICEMAN 5.0

TOUGHMAN BOXING (32X) ELECTRONIC ARTS

Toughman Boxing is working its way up to the heavyweight division and delivering the knock-out punch that gamers have come to expect from EA Sports. Butterbean is tough in this game, and he has changed. The 32X version has more of the same combinations, enhanced graphics and awesome punch combinations. It's a solid game, and I'm in the corner of Toughman Boxing.

Video Cowboy 8.0



If you've seen the Genesis version, then all that this can offer you is better graphics and sounds. That's the one thing I hate about games being ported over to a higher system. It's nice to see better graphics and sounds, but this is all eye candy to me. I'd rather see newer boxers or even add some more moves to the boxers themselves. Overall, it's a great game from start to finish.

The ICEMAN 7.5

WICKED 18 (3DO) BY PANASONIC

Teeing off with an erupting volcano is definitely wicked. Wicked 18 is a different sort of game. It has the look and feel of the real game; however, it doesn't excite me. I couldn't get on track with it. Some of the holes are very cool, but I'd sooner sit it out in the clubhouse than play this game from start to finish. I enjoyed watching the Iceman whiff more than I enjoyed playing Wicked 18.

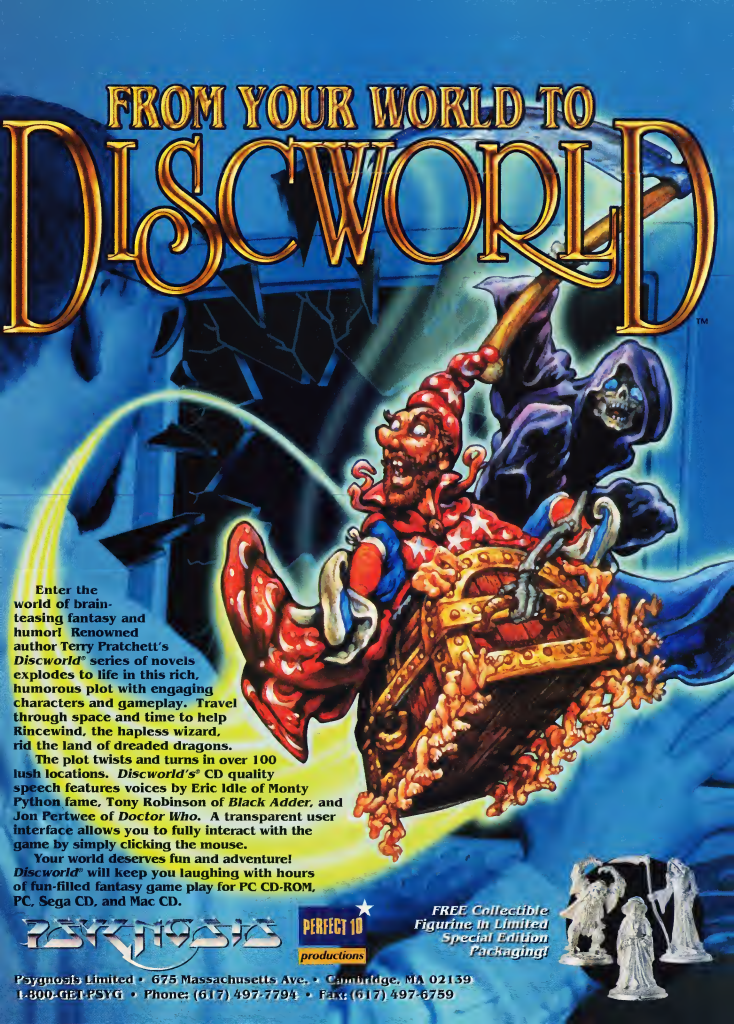
Video Cowboy 6.0



Hmmm, what is this all about!? I'm not into golf games, but I'd rather play decent ones. The strange and bizarre courses are very neatly rendered, but this is just too weird for my blood. I believe in realistic views, but this doesn't have them at all. The animations of golfers hitting and his caddy looking behind him are nicely done, but this bizarre game doesn't appeal to me at all.

The ICEMAN 5.5

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SUPER NES

BIG SKY TROOPER

FACT-FILE

THEME	RPG/Action
DIFFICULTY	Easy
TIME TO COMPLETE	Short
MEG SIZE	8
BACK-UP	Battery
# OF PLAYERS	1
AVAILABLE	August
% COMPLETE	80%
DEVELOPED BY:	LucasArts
PUBLISHED BY:	UVC



This is the ship that you fly around the galaxy? I think we're all going to die!





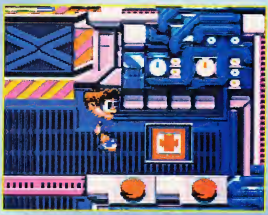
Your very first mission in the game is to rescue this lovely girl from the clutches of the evil slugs. Does that sound a little too familiar? If you take a good look at this girl, it seems to me that she likes where she is and doesn't want to be rescued. Clear the slugs of the planet and you will gain access to her. Once you free her, she will give you a key (which is to be used on planet Artcon) and a slug tracker to point out the way to all the slugs.



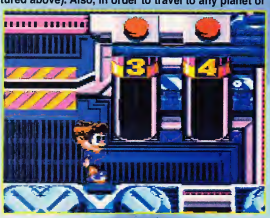
This is the army sergeant who enlisted you as a 21-star general. Now it seems that he has been demoted to a supply station. He is very edgy and will not help right away.



There is a fairly amusing intro when you turn the game on. The LucasArts logo appears and some alien slugs take notice. We're going to die and it's LucasArts' fault!



The inside of your ship is where a lot of options are presented to you. You save the game by using the sleep chambers located at the bottom of the ship (pictured below). In order to heal yourself, you must have some healing fruit and stand on the red cross pad in the ship (pictured above). Also, in order to travel to any planet or set up relay stations, you must talk to the navi-computer located in the north end of the ship. I don't know where the bathroom is, though.



PLAYER'S NOTES:

FIRST IMPRESSION

This is an RPG? I don't know about that. There are definitely role-playing elements, but I view this game as more of an action game. There is a little bit of originality but slugs from outer space is a little rehashed from some B-grade horror films. It gives me the creeps on certain nights.

BEST FEATURE

There is no best feature considering the whole game concept needs work. This version is incomplete, however, and maybe it will get better.

WHAT'S MISSING

Fun. This game is geared for a younger RPG crowd (like 3-year-olds) and maybe they'll enjoy it.

WILL YOU LIKE IT?

I can't see many older players enjoying this game with such games as Final Fantasy II and III, and Ogre Battle out there. This game is pretty unique in some ways which some people might find enjoyable. The only thing going for this game is its uniqueness.

—*John Gurka*

YOUR NAVICOMPUTER IS A DOG!







Your dog, I mean computer, is where you give all commands to move around the galaxy. Once you've cleared a planet of all slugs, go to the viewport and put out a relay station. That way you can warp back to the planet from anywhere on the map. You can go to your space chart to choose your final destination. The further along in the game you get, the more star charts open up. You can also talk to Fido and ask him questions about items you've found.







Fighting in this game consists of running around zapping the slugs and other enemies with your little tazer. The slugs join themselves together to make them more powerful. Shoot them to break them up and then kill them. The number of eyes is the number of slugs.



Up in the right-hand corner of the screen is an indicator of how many slugs are left on each planet. Drop that number to zero and Fido will tell you that the slugs have been defeated. Once you've beaten all the slugs, walk around the planet a little more because some things happen only after the slugs are gone. Some planets have healing fruit which will reappear if you leave the planet and come back.

BEGINNING MAP OF THE QUADRANT



NUMBER OF SLUGS PER PLANET:

A: PLANET HORNBEAM: 13 SLUGS TOTAL
B: PLANET #27: NONE
C: PLANET #34: 4 SLUGS TOTAL
D: PLANET #35: 4 SLUGS TOTAL
E: PLANET ARCTOS: 14 SLUGS TOTAL
F: PLANET #53: 4 SLUGS TOTAL
G: NO SLUGS: THIS IS A SUPPLY STATION
H: PLANET ZYRA: STARTING POINT
I: PLANET #42: 4 SLUGS TOTAL
J: PLANET #33: 4 SLUGS TOTAL
K: PLANET #51: NONE
L: PLANET SNAG: 13 SLUGS TOTAL
M: PLANET #59: 4 SLUGS TOTAL



ROMANCE IV of The Three Kingdoms
Wall of Fire

FACT-FILE

THEME	Simulation
DIFFICULTY	Hard
TIME TO COMPLETE	N/A
MEG SIZE	24
BACK-UP	Battery
# OF PLAYERS	1 to 8
AVAILABLE	August
% COMPLETE	100%
DEVELOPED BY:	Koei
PUBLISHED BY:	Koei

PLAYER'S NOTES:

FIRST IMPRESSION

Magnificent game. The graphics and features are all very cool. It's more user friendly, too. It's easier for novice players to pick up.

BEST FEATURE

I love being able to customize my own ruler and officers. Now my favorite RPG characters and friends can take part in the battles. It's a great idea.

WHAT'S MISSING

I wish Romance would move a little faster. At times it seems to lag, and the battles could resolve a bit faster. Expanding the scope of the country would be nice, plus adding more foreign invaders.

WILL YOU LIKE IT?

I think almost any older player will like it. It takes getting used to, but once you understand the game mechanics, it's easy enough to have a decent time. It's great when you're with friends..

—Andrew Baran



Make specialized officers by maximizing a particular statistic.

NEW OFFICERS

Players now have the opportunity to create their own rulers and officers. Once you name your character, you can disperse his/her stats, choose a face and even a family line. You can have a lot of fun with this feature.



THE BALANCE...



As a ruler, you must keep the fragile balance between your economy and military. Draft too many people, and they'll revolt. You could calm down the populace by giving them some of your food, but you might starve your troops. How you disperse your funds will determine how you should react to outside forces.



RIOTING!



Your location can dictate what expenses you will have later on.





THE ART OF WAR...

The outcome of a war is not always apparent. Weather, morale and sometimes sheer luck will determine the victor. To throw the odds in your favor, there are a number of things you can do. Try a variety of plots, like setting fires. You may also try to bribe an enemy official. Sometimes, it may come down to a single taunt. If your morale is gone, you won't fight nearly as well. A strong leader and lots of food is a must.













If you negotiate properly, you won't even have to fight at all. Just be charming.



Taunting can force the enemy to make a wrong move.

TAUNTING?



A CLASH AT THE CASTLE WALLS

A fight against a castle can be particularly grueling. Try setting up ladders to storm your way in.

DUELING TO THE DEATH!

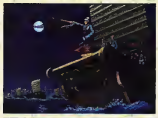
A quick way to end a fight is to challenge the enemy leader to a duel. However if you lose, it might mean the end of everything you've worked for. Choose the strongest man as your champion and hope for the best.





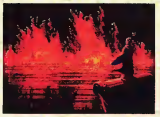
ONE-ON-ONE

Once you offer a challenge, you can't go back. If the battle goes badly, you might have a chance to flee. Use specialized cannon-fodder officers here.



THE SCENARIOS...

Six scenarios are available. Each offers its own dangers and political upheavals. Allies and enemies can and will switch places. They get harder, so master the early ones first.



1. 189 A.D. Dong Zhuo Triumphs In Luo Yang
2. 194 A.D. Turmoil Spreads In China
3. 201 A.D. Cao Cao Expands His Domain
4. 208 A.D. Battle Of Red Wall
5. 221 A.D. Birth Of The Three Kingdoms
6. 235 A.D. Clash Of Wei, Wu and Shu



SEGA CD

CHALLENGE THE ETERNAL CHAMPION

The Eternal One himself must be defeated in order for you to win the tournament.





PLAYER'S NOTES:

FIRST IMPRESSION

The moves are nice and the engine is decent, but too many things sprang forth from the monitor at the same time. I guess I must remember, though, that this was not a finished copy.

BEST FEATURE

I would have to give this game the hats-off for a superior approach to super combo and power moves. Using charges and button combinations in combination with an "inner-strength" meter, super-killer moves are not overkill.

WHAT'S MISSING

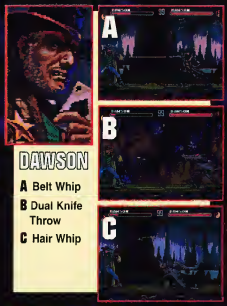
Animation and color both could use a little overhaul, but we're told these should be fixed by the final version. Stages and music lack some coordination as well.

WILL YOU LIKE IT?

The average fighting game fan will enjoy this title for its unique features, like the combo and special moves engine, the overkills and the sudden deaths. Those who love secret things will have a field day, with more hidden stuff to discover than in any other fighting game.

—Jason Streetz

FOUR NEW FIGHTERS



DAWSON

A Belt Whip

B Dual Knife Throw

C Hair Whip

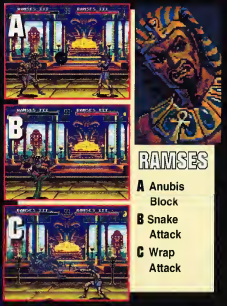


RIPTIDE

A Crow's Nest

B Sea Legs

C Whirlwind Teleport



RAMSES

A Anubis Block

B Snake Attack

C Wrap Attack



RAVEN

A Serpent Rainbow

B Time Fold

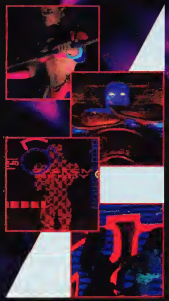
C Time Split

ETERNAL CHAMPIONS

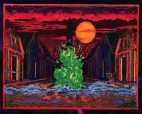
CHALLENGE FROM THE DARKSIDE

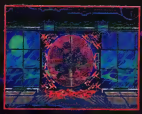
All of the cinematic sequences for this version are done with SGI rendering, producing a very impressive realistic effect. There are even methods of finishing opponents called "cine-kills." There are SGI-rendered fatality sequences, too!

SILICON GRAPHIC-RENDERED CINEMATICS

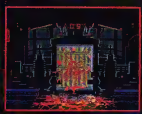




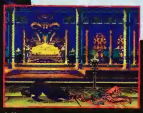








EVEN *MORE* THAN BEFORE ...







Like the first game, there are plenty of fatality-like features. Some are overkills, others are sudden deaths. Both are amazingly gruesome and gory ... oh, and entertaining.

FACT-FILE

THEME	Fighting
DIFFICULTY	Moderate
TIME TO COMPLETE	Medium
MEG SIZE	CD-ROM
BACK-UP	Internal
# OF PLAYERS	1 or 2
AVAILABLE	May
% COMPLETE	90%

DEVELOPED BY: Sega of America

PUBLISHED BY: Sega of America



THE ORIGINAL NINE RETURN FOR MORE

If I was an Eternal Champion contestant, I would not have returned for more punishment. Apparently these individuals are of a tougher breed, because all nine of them are back for round two of Eternal Champions.





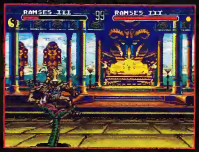
















As with most other second-version fighting games, nothing spectacular has changed in the original cast. They are all here, with a few new maneuvers and some attitude. Stages have remained pretty much the same, or at least that is how they seem.



32X

ZAXXON'S MOTHERBASE 2000



FACT-FILE

THEME
Shooter
DIFFICULTY
Moderate
TIME TO COMPLETE
Medium
MEG SIZE
16
BACK-UP
None
OF PLAYERS
1 or 2
AVAILABLE
June
% COMPLETE
100%

DEVELOPED BY: Sega of Japan

PUBLISHED BY: Sega of America

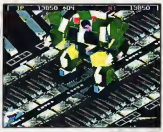


POWER-UP YOUR WEAPONS!

Your fighter is equipped with a device that allows you to acquire weapons from different enemies. After jumping on the enemy, your ship will hack into the enemy's weapon, then acquire it. Your ship now has a powered-up blaster. There is one snag, however; it doesn't work with all enemies. You will have to find out which enemies you can take advantage of.

MISSION 1

This is your basic shooter intro level, so it should cause little trouble.



A gigantic robot falls from nowhere, but he seems to pay little attention to you.

The gigantic robot poses a minor threat, except when he turns around suddenly to pummel his surroundings with high explosives!





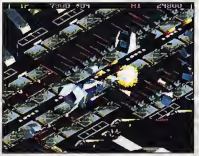
Random objects will fall from the sky ... like this fallen tower! Avoid these, or they'll gak you.



To get rid of this huge menace, you must destroy the four buildings surrounding him. Keep an eye out for his sudden gun attacks.



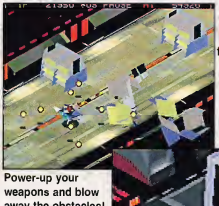
Enemies of all shapes and sizes will attack you. The most annoying ones are these mid-sized mechs. They literally pop up out of nowhere!



Try to stay in your original ship as long as possible; it has strong armor and kickin' firepower.

MISSION 2

Continue your fight through a heavily defended enemy base. You can acquire some massive weapon power-ups here!



The towers have a tendency to fall down just as you're passing them. Speed up or get crushed.



Power-up your weapons and blow away the obstacles!





To get the extra life, you have to jump on the ship beneath you.

PLAYER'S NOTES:

FIRST IMPRESSION

When I first started playing Motherbase 2000, I was kind of disappointed. I mean, this is a 32X after all. The only thing I can see that uses the 32X's powers is the robot Boss on Level One.

BEST FEATURE

The three-quarter perspective is really nice, but it can lead to some hairy situations, especially when you fly behind a large object (the robot Boss on Level One comes to mind).

WHAT'S MISSING

Control, decent sound effects, better graphics, control. (Did I mention control?)

WILL YOU LIKE IT?

No, I don't think so. Motherbase 2000 is mediocre at best. The control takes forever to get used to, the sound effects are reminiscent of the 2600 and the graphics are dark, grainy and not at all spectacular.

—Ken Badziak



TWO-PLAYER ACTION!

Face off against a friend in some fierce head-to-head competition! Choose from four areas to duel.



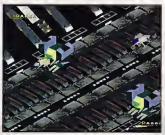
Enemy Base



Wooded Valley



Boulder Valley



Another enemy base



Snag the missiler's weapon power; it's quite powerful.



Blast a clearing in the trees before more come down.



Knock out the boulders in order to get a clear shot.



Make sure you wipe out the twin missile launchers situated on both sides of the field. Otherwise, this level offers few obstacles.



Enemy attacks can make your mission a short one.



It's easy to be gakked while blasting the trees. Be careful!



Watch out for the scorpion-like nasties.





32X

SHADOW SQUADRON



Feather One has more speed and is more maneuverable.



Feather Two has a more powerful weapon system.







Get ready to face the armada single-handedly. Climb into one of two fighters you can choose from and warp through hyperspace. Each fleet is composed of huge cruisers and escorted by fighters.





FACT-FILE

THEME
Shooter
DIFFICULTY
Moderate
TIME TO COMPLETE
Medium
MEG SIZE
16
BACK-UP
None
OF PLAYERS
1 or 2
AVAILABLE
June
% COMPLETE
100%

DEVELOPED BY: Sega of Japan

PUBLISHED BY: Sega of America



This accelerator (top) is just one of your targets. You will need to take it apart piece by piece before it is ready to blow.

Take on the enemy by yourself or have a gunner join in, so you can concentrate on the flying. This method is productive.







Take great care as you maneuver through this asteroid field to reach your destination. Watch out for those fighters!

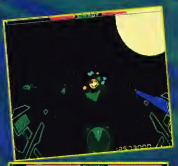
Be cautious when approaching a ship with the sun in front of you. The ship's cannon fire becomes hard to see.





Each ship is armed with a charge that will release a barrage of missiles. They will drain energy from your shields, so use them sparingly.



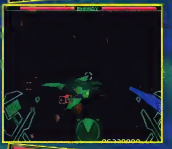




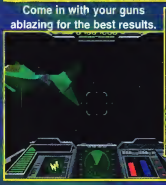


Restore energy with this supply ship.



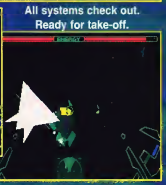


Come in with your guns ablazing for the best results.





All systems check out. Ready for take-off.



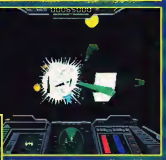


Quick reflexes are your best bet for making a good run on the cruisers. If you can avoid getting blown to pieces by their cannons, you can take them apart. Each ship has a specific weak point.



Don't let the fighters get too close or they will crash into you on a kamikaze mission.





Take out these two flagships before you move on to the mother of all starships.



Here is one of your final targets. Good luck!





Fly right up the middle to take this big boy down.

PLAYER'S NOTES:

FIRST IMPRESSION

I got into this one right away. Shadow Squadron allows the player to fly freely without restricting your flight path. I love dive-bombing the enemy cruisers and blowing them to pieces.

BEST FEATURE

You have total control of your ship and can fly it anywhere you want. This freedom of flight makes the game very enjoyable to play.

WHAT'S MISSING

There wasn't a whole lot that I didn't like about the game. One aspect I would change is the colors of the enemies. They're just plain boring. If you aren't into a game looking like a rainbow, then you should enjoy it.

WILL YOU LIKE IT?

This is one of the better space shooters I have played recently. Ever since the 32-Bit war started, companies have tried to simulate the true space-shooting experience. If you enjoyed Star Wars for the 32X system, this game will amaze you with near-to-real shooting.

—Dave Malec

games!

There are a total of five games to choose from when you go into the games section. None of them are breakthroughs in difficulty; a decent player can whip through Space Cadet in about five minutes. But after all, the games are geared toward a younger audience ... very young.

PLAYER'S NOTES:

FIRST IMPRESSION

Uhhh, yeah ... er somethin'.

BEST FEATURE

Well, the intro was nice ... but the guy's voice get's soooo annoying!

WHAT'S MISSING

Let's see ... um ... CONTROL! The paint program can become a real pain. I had difficulty drawing anything freehand ... I have no idea how a little kid will do.

The games are either too simple or too hard, especially in the later levels. Also, the lack of any Bosses in the shooter levels makes them less interesting. You simply finish one level and go on to the next—no banter, no fanfare, no nothin'. The only way I knew I was in the last level of Space Cadet was by the occasional (and I do mean *occasional*), sudden, loud trumpet music.

WILL YOU LIKE IT?

I applaud Panasonic for their attempt to reach the little people (pun intended), but this game leaves much to be desired.

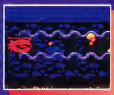
—Ken Badziak



Fight off hordes of attacking aliens in **Space Cadet**



Slide puzzle pieces to get the picture in **Sliding Puzzle**



Wipe out hordes of underwater uglies in the shooter **Aquashark**



Collect the cheese and stomp nasties in **Max & Maxine**





fun 'n games

FACT-FILE

THEME	
Edutainment	
DIFFICULTY	
Non-existent	
TIME TO COMPLETE	
N/A	
MEG SIZE	
CD-ROM	
BACK-UP	
None	
# OF PLAYERS	
1	
AVAILABLE	
Now	
% COMPLETE	
100%	

DEVELOPED BY: Williams

PUBLISHED BY: Panasonic

style!



Start off your stylin' session by choosing a locale (above). Then, try to dress your character so he or she fits the scene. Dress your character up in anything you want!









In Style 'n' Stuff, you can try your luck (and taste!) in the always-changing fashion world. Or move over to Mix 'n' Match, where you piece together various body parts to make some outrageous characters!

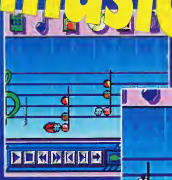




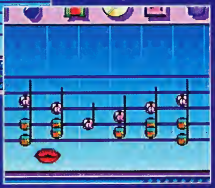
The goal is to piece together the various sections of the body (head, torso and feet), to form a complete person (or animal). You can come up with some pretty wild combinations here!

music!

Bring out the musician in your child! He or she can create his/her own music using a slew of musical instruments and tempos or modify the existing songs to their liking!



You may hear some great melodies by modifying the preprogrammed ones. Add an electric guitar to *Old McDonald*!





You can set the music to go on a continuous loop.



There are a number of preset songs already in place!



Add funky tempos to your music with the beat bar.

paint!

So Junior wants to be Picasso, huh? Try Fun 'n' Games paint program! Many effects can be achieved by using the brushes and color patterns. Draw your own or fill in the existing drawings!





By manipulating a few controls, one can get simple yet impressive effects, such as this scaling effect.



The control takes some getting used to, but soon your child will be cranking out masterpieces like this! A stamping tool made the skeleton, while the paintbrush painted out the "gods."

My boss worries about me ...

JAGUAR

Fight for Life

FACT-FILE

THEME
Fighting
DIFFICULTY
Moderate
TIME TO COMPLETE
Short
MEG SIZE
4
BACK-UP
Passwords
OF PLAYERS
1 or 2
AVAILABLE
June
% COMPLETE
80%

DEVELOPED BY:
Atari

PUBLISHED BY:
Atari



Fight for Life, the new game for the Atari Jaguar, boasts some unique features, such as texture-mapped, polygon characters, a fully customizable Instant Replay Mode and numerous camera angles. The game consists of eight deceased fighters each with his or her own custom moves. When competing in the One-player Mode, your fighter will learn a new set of moves along with a personalized password each time a new opponent is defeated, allowing you to max out your character. The Two-player Mode is a perfect training arena for players who are trying to sharpen their battle skills.

KARA



Born: 9/16/68
Died: 7/22/94







IAN



Born: 7/04/69
Died: 7/04/94







KIMURA



Born: 8/06/70
Died: 8/09/94







JENNY



Born: 2/14/71
Died: 10/31/94

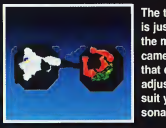








After defeating your opponent, you can learn many moves and throws!



The top view is just one of the many camera angles that can be adjusted to suit your personal taste.



Any time during a match you can pause the fight and view a frame-by-frame instant replay!

PLAYER'S NOTES:

FIRST IMPRESSION

I'm a very big fan of fighting games, but this one seems to still need work! The special moves are okay but nothing that hasn't been seen before. One of the early major drawbacks was that the game seemed effortlessly beatable with a few punches and kicks!

BEST FEATURE

Probably the best feature of the game would have to be the colors. The backgrounds for each level were crystal clear and extremely vibrant.

WHAT'S MISSING

The game is still too early along to give major criticism. We would expect the animation would be improved as well as the game control.

WILL YOU LIKE IT?

There are some big-name developers working on this title so we expect to see a good game. It's not there yet, so we will have to come back to it in a couple of months when it is finally completed and ready for production.

—*Mark LeFebvre*

KARA

EXTERNAL KICK: FORWARD, UP, KICK
ROTATIVE ELBOW: FORWARD, BACK, PUNCH
LOW KICK: UP, BACK, KICK

IAN

AXE KICK: FORWARD, UP, KICK
ELBOW PUNCH: DOWN, BACK, PUNCH
HAMMER PUNCH: UP, FORWARD, PUNCH

KIMURA

SUPER JUMP: A+ UP
JUMP KICK: BACK, UP, KICK
FLIP FLOP KICK: BACK, BACK, KICK

JENNY

SWEEP: DOWN, FORWARD, KICK
DOUBLE PUNCH: BACK, DOWN, PUNCH
SANDWICH PUNCH: BACK, FORWARD, PUNCH

POG

HEAD-BUTT: FORWARD, FORWARD, PUNCH
STRANGLING: BACK, BACK, +A
KILLER KNEE: FORWARD, DOWN, KICK

M.J

UPPERCUT: DOWN, UP, PUNCH
ELBOW: UP, DOWN, PUNCH
RIGHT PUNCH: PUNCH, PUNCH

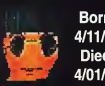
LUN

MAWASHIGERI: FORWARD, BACK, KICK
JUDO THROWING: BACK, UP, +A
PLEXUS KICK: DOWN, DOWN, KICK

MUHALI

KNEE KICK: FORWARD, FORWARD, BACK, KICK
AIKIDO TRAINING: BACK, DOWN, +A
BACK SLAP: UP, BACK, KICK

POG



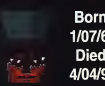
Born: 4/11/70
Died: 4/01/94







M.J



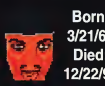
Born: 1/07/63
Died: 4/04/94







LUN



Born: 3/21/62
Died: 12/22/94







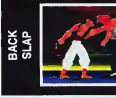
MUHALI



Born: 3/15/60
Died: 1/01/94







LIFESTYLES

THE POP

Mortal Kombat in a whole new way!

Strung out on the intense game, Mortal Kombat? Well then, take a break. Have a seat next to the fireplace and read a relaxing book ... about Mortal Kombat!

A new book features all of the characters from the hit arcade and home game, Mortal Kombat II.

The adventure begins with the formation of the world as we know it. The story then flashes to the small home of the village waterboy, Kung Lao. From there, the story improves.

Filled with real mythology and history of China, the book features the Mortal Kombat world, plus intense fight scenes and magical special moves are interwoven beautifully throughout the story. Once started, this book's impossible to put down!



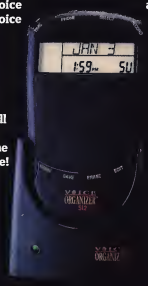
Small package holds a whole lot

Do you have too much stuff to do on the weekends and during the week? Is your calendar cluttered with various school and social activities? If so, it's time to look into the Voice Organizer by Voice Powered Technologies.

The Voice Organizer is a device that enables you to keep track of all your appointments up to one year in advance! By saying the name of a friend or loved one, you can access over 400 phone numbers.

All you have to do to retrieve a number is to say the name of the person and his/her number is displayed.

The unit acts as memo keeper (you can store up to 99 memos of your thoughts or ideas), a clock and timer. If you want security, a secret code can be enabled so confidential information stays that way.



You won't forget about dates with friends, birthdays of family members or any homework due with this handy gadget!

Get jammin' with new vid!

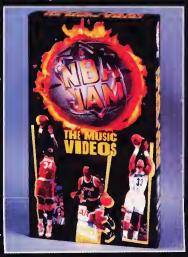
You've played the game, now take NBA Jam to the next level with NBA Jam: The Music Videos.

Hot, new bands set the mood for some of the most amazing dunks, shots and luck from the top NBA stars playing the game today.

Spin Doctors, Da' Brat plus G. Love and Special Sauce are just a few of the bands who are featured on this spectacular basketball video.

The funky soul band, Joe Public hosts the video and describes some of the features they love about b-ball along the way.

This video is definitely one to get if you're a hoops fan!



Strange but true

Am I seeing doubles or what?!
Recently on Capitol Hill, *Saturday Night Live*'s Chris Farley, dressed as Republican Newt Gingrich, proclaimed that "all democrats are officially weird." I guess Mr. Gingrich is trying to appeal to the younger generation. Maybe Newt will have a cameo appearance in *Tommy Boy 2*!

Led Zeppelin? They better "knock it off."
A man armed with a knife recently tried to "off" guitarist Jimmy Page at a concert in Michigan. Luckily, the man was forced to the ground and detained. The attacker thought that Led Zeppelin's music was Satanic. One word: looney.

CULTURE SOURCE FOR EGM READERS

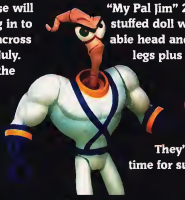
Get *groovy* with new Jim figures

Did you ever wish you could have your very own Earthworm figure? Well it will soon be your lucky day!

Playmates recently announced that an all-new line of Earthworm Jim merchandise will be crawling in to toy stores across the U.S. in July.

Some of the figures include the original Jim, EWJ Battle Damage, Psycrow and the ever-loving Professor Monkey-for-a-Head. Each character comes with exclusive "Jim Vision" worm decoders!

Also to be released are the entire EWJ vehicle assortment; Plasma Blaster; the snuggly, cuddly "My Pal Jim" 20-inch stuffed doll with removable head and poseable legs plus much more.



How could anyone resist a stuffed Jim? They're just in time for summer!

Hey, look Ma, no hands!!

Imagine this ... a piano that runs completely by itself by simply inserting a specially formatted, 3.5-inch disk in a small unit. An entire one to four hours of music is then played. Sound too incredible to be true?

PianoDisc, creator of this impressive technology, has different options and models.

Like a Player piano of the '20s the PianoDisc unit runs completely by itself. The main and crucial difference is that PianoDisc has taken a giant leap into the future with their high-end systems. They sell their basic piano with the disc unit for a retail price of $7,200.



Though a seemingly high pricetag, PianoDisc offers the finest technology with perfect reproduction of the piano's sound–even velocity and duration.

The PianoDisc is the future for home entertainment.

New cards, major appeal

The phrase that comes to mind when thinking about SkyBox's upcoming line of trading cards is "so many cards, so little time!"

With Gargoyles flying, Star Trek Generations soaring, Lion King roaring and Pocahontas ... well, Pochahontasing, SkyBox has had no problem producing cards that capture the essence of what these cards are all about.

All cards are UV-coated to ensure a top-quality look. Each set features special cards like the Gargoyles stand-ups and the spectra cards of Captain Kirk and Captain Picard from *Generations*.

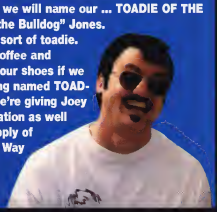
Other SkyBox products to look for are the Simpson's SkyCaps and Batman & Robin cards.





It just ain't right...

We at *EGM* sometimes like to show off our outstanding toadies. We would like to go beyond simply showing off our toadies—today, we will name our ... TOADIE OF THE YEAR! Meet Joey "the Bulldog" Jones. He's a number-one sort of toadie. He'll fetch us our coffee and snacks, plus clean our shoes if we tell him to. For being named TOADIE OF THE YEAR, we're giving Joey a two-day paid vacation as well as an unlimited supply of disco-funk albums. Way to go Bulldog!



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Electronic Gaming Monthly (ISSN 1058-918X) is published monthly by Sendai Publishing Group, Inc. 1920 Highland Ave., Lombard IL 60148. Second Class Postage Paid at Lombard, IL and additional mailing offices. Subscription rates for U.S.: $28.95, Canada and Mexico: $40.95, and all others : $100.00. Single issue rates: $4.99. POSTMASTER: For subscription changes, change of address, or correspondence concerning subscriptions write to: **Electronic Gaming Monthly, P.O. Box 7524, Red Oak, IA 51591-0524**. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of the publisher. Copyright © 1995, Sendai Publishing Group, Inc. All rights reserved. TM and © for all products and the charaters contained therein are owned by the respective trademark and copyright holders. EGM and Sendai Media Group are trademarks of Sendai Publishing Group, Inc. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. **Printed in the U.S.A.**

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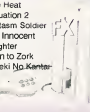
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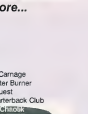


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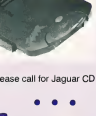
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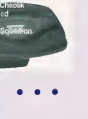
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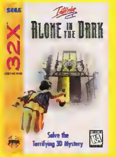
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QUARTERMANN'S CHEAT SHEET



Geese Howard

Wind Slice: ▼ ◣ ► + A

Geese Grab: ◄ ◢ ▼ ◣ ► + B or D

Masher: ◢ briefly, then ► + B or D

Wind Slice: jump, ▼ ◢ ◄ + A or C

Franco Bash

Double Kong: ▼ ◢ ◄ + A or C

Taviog Blow: ◄ ◢ ▼ ◣ ► + A or C

Power Bicycle: ▼ ◣ ► + B or D

Back Tornado: ► + D

Hon Fu

Psyco Attack: during guard, ► + B or D

Sky of Fire: ► ▼ ◣ + A or C

Double Nunchaku: ▼ ◢ ◄ ◣ ► + B or D

Roll Attack: ◢ briefly, then ► + B or D

Bob Wilson

Bull's Horn: ▼ briefly, then ▲ + B or D

Rolling Thunder: A + C or B + D

Wild Wolf: ◄ briefly, then ► + B or D

Blue Mary

Spin Fall: ▼ ◣ ► ◢ + A

Straight Slicer: ◄ briefly, then ► + B

Club Cruncher: ◄ briefly, then ► + D

Spatcher: ► + D

S. Mochizuki

Flames of Destruction: ▼ ◄ ◢ + B

Evil One Bop: ◄ ◢ ▼ ◣ ► + C

Lightning Walk: ► ▼ ◣ + D

Possession Blast: ► ◄ ► + D

QUARTERMANN'S CHEAT SHEET

The Bogards are back—and they're bad! The latest installation of the Fatal Fury Series is storming into the arcades and taking no prisoners! The Bogards are joined by the returning Joe Higashi, Mai Shiranui and archfiend, Geese Howard. Also, five new characters make their debut here. Read on for all the moves for this hot title!





Terry Bogard

- **Burning Knuckle:** ↓ ↘ → + A or C
- **Power Dunk:** → ↓ ↘ + B or D
- **Crack Shot:** ↓ ↘ → ↘ + B or D
- **Power Wave:** ↓ ↙ ← + A or C

Andy Bogard

- **Elbow Dash:** → + A or C
- **Spider Squeeze:** ↓ briefly, then ↑ + D
- **Dragon Blast:** → ↓ ↘ + A or C
- **Dragon Fire:** ↓ ↘ → + A or C

Joe Higashi

- **Slash Kick:** ↘ briefly, then → + B or D
- **Golden Heel Blast:** ↓ ↘ → + B or D
- **Tiger Kick:** ↓ ↙ ← ↙ + B or D
- **Hurricane:** ← ↘ ↓ ↙ ← + A or C

Mai Shiranui

- **Butterfly Fan:** ↓ ↙ ← + A or C
- **Dragon Flame:** ↓ ↘ → + A or C
- **Ninja Bees:** ← ↘ ↓ ↙ ← + C
- **Sun Flash Flamenco:** ↓ ↓ + A B C



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